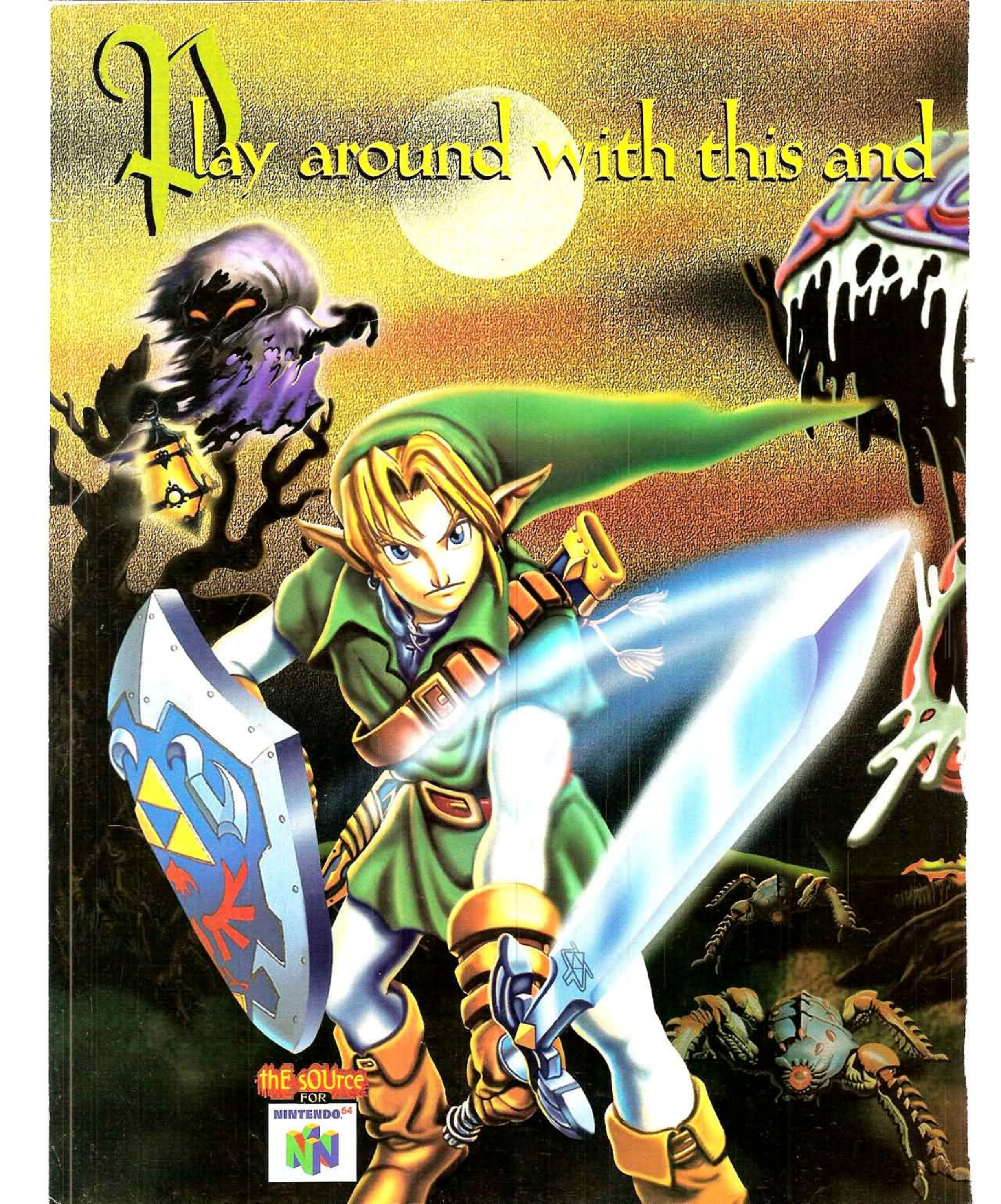


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WHERE HAVE ALL THE MERRYMAKERS GONE? THEY'RE RIGHT HERE, HAVING MULTIPLAYER FUN IN MARIO PARTY! THIS ANYTHING BUT BLACK-TIE AFFAIR STARTS ON PAGE 12.





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VOLUME 117 • FEBRUARY 1999



The cars may be the size of a copper penny, but this racer is worth its weight in gold. So jump in the Shrink-o-matic and climb behind the wheel of a racing game that proves good things do come in small packages!







Last month we got you starte; this month we're back with more ghoul-busting. To help you combat the forces of darkness, we've conjured up a few more maps of the Count's vast real estate holdings.



GAME BOY COLOR

Turok 2 has already splash-landed on the Nintendo 64, but there's no reason you shouldn't be able to take this rough, tough and ready dinosaur hunter on the go.



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player's pulse

The Legend of Zelda: Ocarina of Time has been out for a few months, but everyone's still buzzing about it. Is Zelda eclipsing other games that deserve the spotlight? Where would you shine it? Shed some light on the subject by sending us your personal game reviews.

The Gold Standard

I read somewhere that there are differences between the gold Game Pak and the regular version of The Legend of Zelda: Ocarina of Time other than just the color of the cartridge and the box each one comes in. Can you please tell me what the difference is?

D.J. Stavros
Via the Internet

What you've read is false. The limited edition gold Game Pak contains exactly the same game as the gray version. The only differences are the packaging and the color of the cartridges.



Jody Hester • Pinellas Park, Florida

Xenia Missed the Boat

My friends spend hours playing GoldenEye 007 searching for Xenia in the Frigate stage. Will you please tell them that she is not on board the Frigate despite what M's briefing may say?

Geoffrey Frank
Via the Internet

Sure thing. Attention friends of Geoffrey Frank: "She is not on board the Frigate despite what M's briefing may say!" M states that Xenia is rumored to be on board the ship, but she never states it to be fact. And the fact is Xenia was never programmed into that stage of the game.

Does the Adventure in Hyrule Rule?

The Legend of Zelda: Ocarina of Time is not good, it's PHENOMENAL! Maybe it's just me, but the plot was written with real feeling—I almost broke out in tears when young Link left Saria without even saying "goodbye." I hope some of you GoldenEye 007 people give the game a try. Once you start playing it, you'll see why I love it so much.

Andrew Winner
Westminster, MD

GoldenEye 007 was my favorite game, and I didn't want some "Zelda" game to replace it as number one on the Power Charts. I'm still a GoldenEye fan, but now that I've played Ocarina of Time, GoldenEye will have to move to number two.

Kevin John
Via the Internet

Thank you once again, Nintendo. Thank you for stirring excitement once again in an 18-year-old guy with a kid's heart. You have released the most magical game. Thank you for rekindling an old flame—a meeting in the land of Hyrule with Link and Zelda—one more time. Shigeru Miyamoto never seems to age; he just gets better. That's a good sign, because if he hasn't lost his childhood, then I haven't either.

Dallas Reeves
Via the Internet

Mr. Miyamoto, Zelda is a masterpiece that stands out among your many incredible games. Never before has a game conveyed graphics this awesome, a world this detailed, a story this deep, or the expression of emotion this strong. There's more to it than just the action and puzzles (which are great). Awesome.

Matt Brockmeyer
Via the Internet



Dan Lambert• Cambridge, Ontario

Zelda is the best game on the face of the earth. Anyone who says otherwise should be hit with a Deku Stick or have a Deku Nut thrown at them.

Alan Pieper
Via the Internet

In the interest of equal time, here's a reader who should prepare to be "nutted."

I rented The Legend of Zelda: Ocarina of Time and discovered that the 3-D perspective could become annoying. Instead of having the traditional overhead Zelda view, it had a view like Super Mario 64. I felt like I was just playing another 3-D adventure game.

Tim Nelson
Via the Internet



Lisa Holmes • Danbury, Wisconsin

Background Art: Tracy Orlando • Rock Falls, Illinois

Ocarina of Time Cameos

Here's something you might find interesting in Ocarina of Time: If you look through the Hyrule Castle window to the right of Zelda in the courtyard, you can see a picture of Mario, Yoshi, Peach, Bowser and Luigi. Were the Mario characters incorporated into Zelda in any other ways?

Bobby Ragsdale
Gretna, Louisiana

You can also catch a glimpse of Bowser around the necks of Talon and Malon. The two characters, inspired by Mario and Peach respectively, wear gold Bowser medallions.

The January Code Cover-up



More than ghosts go unseen in haunted Castlevania. On last month's Castlevania cover for subscribers, we hid a secret code that will unlock some pretty cool tricks in a current hit game. But the biggest trick is that we've printed three different versions of the subscriber-only cover. While all three versions show the exact same scene of Castlevania's Schneider, each features a different code word hidden somewhere in the picture, and each code word works for a different N64 game. In an upcoming issue, we'll reveal the three different code words, which games they work for, and the codes' hiding spots. Until then, keep scouring the Castlevania cover to find the special code you've received while we keep the answer a secret. Mum's the word.

Hey, Einstein!

In Star Fox 64, Falco replies to your friendly fire with "Hey Einstein, I'm on your side!" If the whole Star Fox Team is from another galaxy, how does Falco know about Einstein?

Bryan Haynes
Via the Internet

Because the game's programmers and writers are from this galaxy, Einstein.

True Grit

I'm pleased to see your aim is shifting to a more adult audience. Don't get me wrong—I still enjoy giggle-eliciting games like Diddy Kong Racing and Gex 64, but I'm pleased to see some gritty games like Nightmare Creatures, Perfect Dark and Caesar's Palace in the forecast. GoldenEye seemed to have heralded the N64's coming of age. I just hope you won't get carried away and near the verge of being obscene (like most other gaming magazines). Nintendo Power is one of the few gaming magazines that can be kid-friendly.

Mary Lewis
St. Helens, OR

They say that TV adds ten pounds, but nothing about it changing the color of your wardrobe. The "secret" is that the blue fairy is from an unfinished version of the game, and she has since taken on a new appearance in the finished version. The blue fairy no longer exists in Ocarina of Time.

My Fairy Dresses a Tad Less Conservatively

I was watching the TV commercial for The Legend of Zelda: Ocarina of Time when I saw a fairy who appeared to be a bluish-skinned lady with white wings and a dark blue dress. Some of my friends think it is the early version of the Great Fairy. But then, there is the possibility that it could be a secret...

N64Dude928
Via the Internet

What? No Town Called "Richard the Back Alley Pooch?"

I was playing Zelda 2: Link's Adventure for the NES the

Justin Martinez • Valley Springs, California


Karen McKenna • Erial, New Jersey



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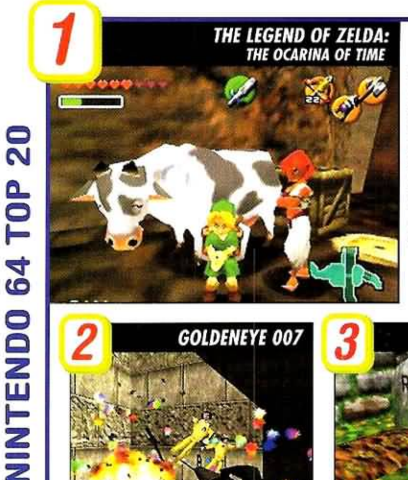
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power charts

With Valentine's Day arriving this month, love is in the air, but that's not what smells funny around here. Our noses detect an upset! Link's Awakening is bested by Pokémon in the Game Boy Charts, and surely some readers will raise a stink!

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: THE OCARINA OF TIME



February's the month of romance and two ladies' men lead the pack of Paks. Link manages to woo more votes than Bond, but fewer than 700 of them separate the two Romeos. The Valentine's Day action will undoubtedly continue to heat up. Sizzlin'!

2 GOLDENEYE 007

3 BANJO-KAZOOIE



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	2
2	GOLDENEYE 007	NINTENDO	2	26
3	BANJO-KAZOOIE	NINTENDO	3	7
4	WCW/NWO REVENGE	THQ	4	3
5	BLITZ	MIDWAY	10	3
6	TUROK 2: SEEDS OF EVIL	ACCLAIM	7	3
7	STAR WARS: ROGUE SQUADRON	NINTENDO	—	1
8	SUPER MARIO 64	NINTENDO	5	29
9	WWF: WAR ZONE	ACCLAIM	6	4
10	MARIO KART 64	NINTENDO	—	26
11	STAR FOX 64	NINTENDO	9	21
12	CRUIS'N WORLD	NINTENDO	11	2
13	RUSH 2	MIDWAY	—	1
14	F-ZERO X	NINTENDO	15	2
15	MISSION: IMPOSSIBLE	OCEAN	8	5
16	TOP GEAR OVERDRIVE	KEMCO	—	1
17	1080° SNOWBOARDING	NINTENDO	13	9
18	DIDDY KONG RACING	RARE	12	15
19	WCW VS NWO: WORLD TOUR	THQ	14	13
20	MADDEN '99	EA SPORTS	—	1

GAME BOY TOP 10

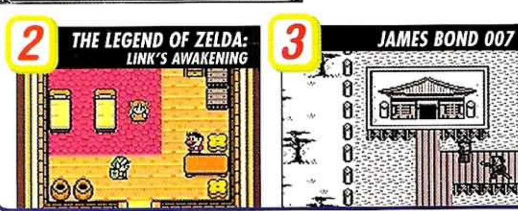
1 POKéMON



How heartbreaking! Just in time for Valentine's Day, readers dump Zelda, the darling of the Game Boy Power Charts, for Pokémon, the fuzzy, new seduction. Love works in mysterious ways.

2 THE LEGEND OF ZELDA: LINK'S AWAKENING

3 JAMES BOND 007



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	2	3
2	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	70
3	JAMES BOND 007	NINTENDO	3	10
4	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	74
5	DONKEY KONG LAND 3	NINTENDO	7	15
6	TETRIS	NINTENDO	6	75
7	FINAL FANTASY LEGEND III	SUNSOFT	5	62
8	BLITZ	MIDWAY	—	1
9	DONKEY KONG LAND	NINTENDO	10	49
10	DONKEY KONG LAND 2	NINTENDO	—	30

MOST WANTED

1. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
2. NINTENDO 64 DISK DRIVE
3. SOUTH PARK (N64)
4. POKéMON STADIUM (N64)
5. GAME BOY COLOR
6. STAR WARS: ROGUE SQUADRON (N64)
7. TUROK 2: SEEDS OF EVIL (N64)
8. SUPER MARIO 64 2 (N64)
9. CASTLEVANIA (N64)
10. WCW/NWO REVENGE (N64)

other day and noticed some of the town names—Darunia, Ruto and Saria—are names of characters in Ocarina of Time. Are there also N64 characters for the NES towns of Nabooru and Mido?

James Moore
Via the Internet

Yep. Nabooru is one of the Gerudo thieves, and Mido is the bully and self-proclaimed leader of Kokiri Forest.

When I'm Abducted By Aliens, I Wanna Hear About it!

I have just purchased a Game Boy Color, and it is everything a Game Boy player would ever want it to be. It's great on batteries, has cool color graphics, and, better yet, no blurry games! Now for the bad part. The system is compatible with the original Game Boy games, yet I have found a problem. When I play Galaga/Galaxian, I noticed that the sound effects were missing when the fighters that use the tractor beams captured my ship. When I put the game in my original Game Boy (with the cabbage-green screen), the sound effects were there. Is there a problem here?

Dwight Dixon
Via the Internet

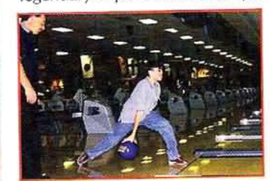
When inserted in Game Boy Color, a few older, monochrome games such as Galaga/Galaxian, will suffer minor sound problems, but the original games should still be playable. Other than that small setback, the only problem we see is that you're eating cabbage that matches the color of your Game Boy screen. It sounds like someone's overcooking his leafies.



Robin Walin • Kirkland, Washington

Life in the Fast Lanes

Life doesn't move and shake faster than it does in New York, but Long Island City native Eduardo Martinez blazed into some very fast lanes at the Super Bowl of bowling, the Brunswick Tournament of Champions. The 13-year-old struck it big in Volume 101's Player's Poll Contest to score THQ's Brunswick World Tournament of Champions bowling game for the Super NES and VIP seats in the real-life, televised competition that rolled into Overland Park, Kansas, last November. In his spare time during the two-day tournament, Eduardo had a ball receiving private bowling lessons from legendary Triple Crown Champion Johnny Petraglia.



Striking a pose with his customized ball, Eduardo Martinez pins down perfect form with the help of private lessons from bowling champ Johnny Petraglia.

WINNER!



Melissa Lobb • Redmond, Washington

Last month Ken Lobb, NOA's Development and Evaluation Manager, slipped us an exclusive Donkey Kong 64 screen shot to debut. This month, we are premiering another work of art, this one by his seven-year-old daughter, Melissa Lobb.

WRITE AWAY RIGHT AWAY!

Have you found the secret code hidden in the picture on last month's cover for subscribers? (Sorry, newsstand readers.) Have you figured out which game the code works for? Can you wait for the answer? You'll have to, so to pass the time, drop us a line and tell us what else you can't wait for. Is it a game? A sequel? A contest?

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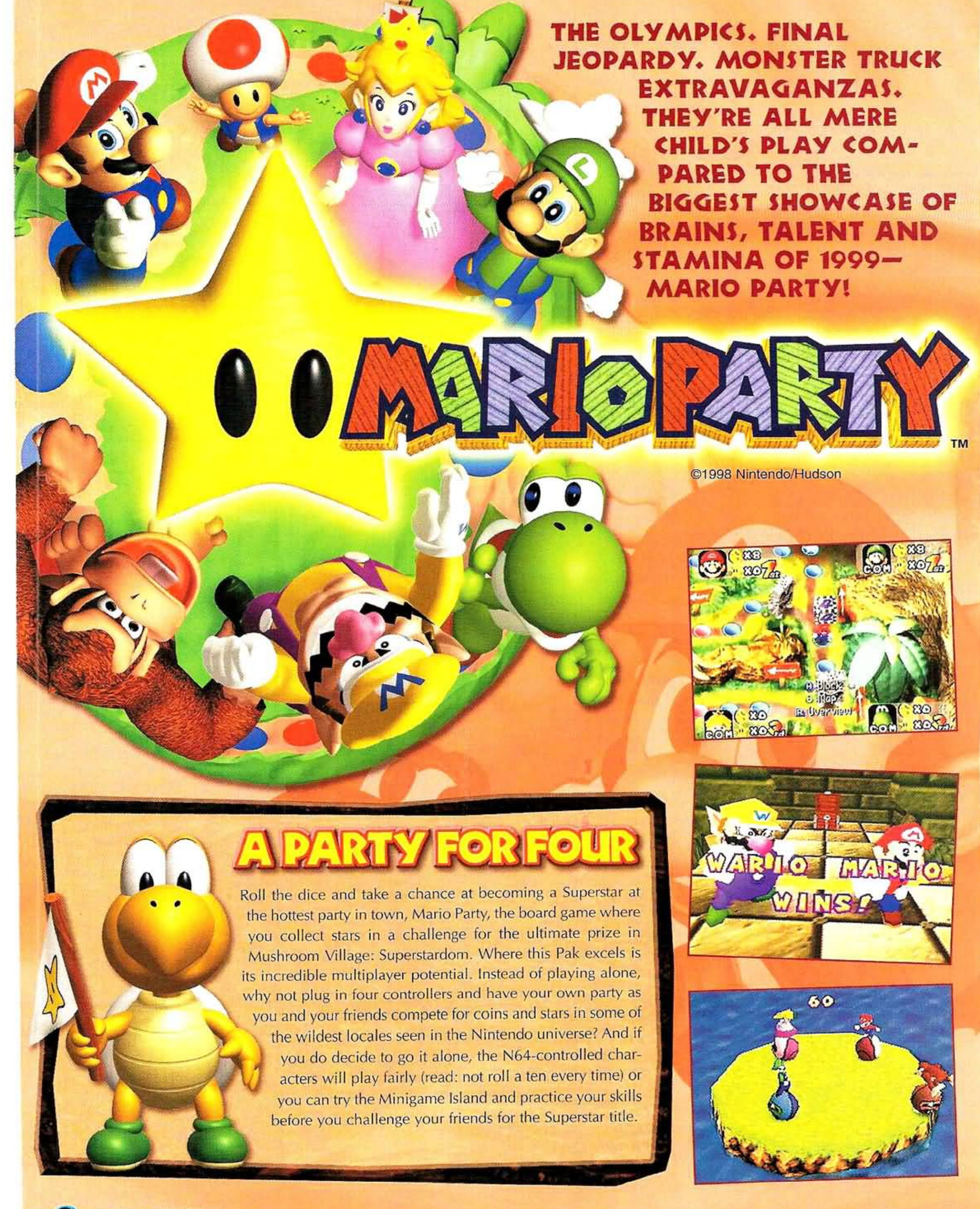
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A PARTY FOR FOUR

Roll the dice and take a chance at becoming a Superstar at the hottest party in town, Mario Party, the board game where you collect stars in a challenge for the ultimate prize in Mushroom Village: Superstardom. Where this Pak excels is its incredible multiplayer potential. Instead of playing alone, why not plug in four controllers and have your own party as you and your friends compete for coins and stars in some of the wildest locales seen in the Nintendo universe? And if you do decide to go it alone, the N64-controlled characters will play fairly (read: not roll a ten every time) or you can try the Minigame Island and practice your skills before you challenge your friends for the Superstar title.

WELCOME TO MUSHROOM VILLAGE

Before following Toad down the Warp Pipe, take a stroll through serene Mushroom Village. Here you can brush up on your Minigame skills, check your account at the Bank, or listen to a few tunes in the Option House. But before you know it, the urge to try your hand at Superstardom will lead you down the chute.



1 WARP PIPE

Here's where all the action starts. As soon as you take a tumble down the Warp Pipe, you'll find yourself in a world of adventure where, although everybody's a winner, only one will emerge as the Superstar. Will it be you?



2 OPTION HOUSE

Not only can you configure the sound in Mario Party in the Option House, but you can also purchase the talking parrot and the jukebox record from the Mushroom Shop and listen to their sounds and tunes.

MORE PLAYERS = MORE STARS & COINS



To encourage more people to play Mario Party, all the coins and stars earned by player-controlled characters are stored in the game's single bank account. Any winnings from computer-controlled players do not contribute to your account.





3 MUSHROOM BANK

Your coins and stars are deposited here after you complete each adventure, at least until you have 100 stars. If you purchase items from the Shop, they will be stored here.



The vault in the Mushroom Bank holds the goodies you purchase in the shop. From here, you can check your inventory and decide which items you would like to bring into play.

4 MUSHROOM SHOP

The Shop is chock full of goodies that will help you during your crusade to be a Super Star or entertain you while you burn time between adventures. The Coin Banks are especially useful, and the parrot is good for laughs.



5 MINIGAME HOUSE

Practice makes perfect, and if you want to be a Super Star, you're going to need to apply yourself. You can pay to play individual minigames between boards until you've mastered them.



The pot in the back of the house drops you into the Minigame Stadium. Competitors at the Minigame Stadium play for coins, not stars, and at the end a trophy is handed out to the player with the most moolah.

6 MINIGAME ISLAND

If you don't feel like jumping right into the board game, or if you want a single-player challenge, the raft to Minigame Island will plunk you down at the start of an exhausting adventure that takes you through all 50 minigames.





SPEND SOME COINS

The Mushroom Shop's wares can prove extremely helpful while you are playing the board games. Some blocks generate coins, while others can affect other players' movement. In addition, there are some fun items to use in the Option House and Coin Boxes that can dramatically affect your fortune.



Plus Block

A few coins shy of buying a star? Need to pay a toll in order to progress on the board? Spin this block and you'll get the number of coins shown—and sometimes a game is won or lost by only a few coins.



Minus Block

Throw the Minus Block onto the board and wait to see which unlucky player has to pick it up. When a player rolls this dice, he or she will lose the number of coins shown.



Speed Block

A dice that rolls only between eight and ten? What a bargain! But remember that it randomly appears, and in some situations you might not want to reap the benefits.



Slow Block

This dice is the opposite of the Speed Block. It rolls only one through three.



Warp Block

The powerful Warp Block allows you to trade places with the another character. Imagine if you were far away from Toad but had enough coins to grab a star. Switch with a player who's closer!



Event Block

When this block goes into play, either Boo, Bowser or Koopa Troopa will appear. The events that follow can greatly boost a player's status while reducing another's accordingly.



Lucky Box

When you buy this box, you will collect ten percent interest on the number of coins you have at the end of the game. You can only use on Lucky Box at a time and the interest is applied after the game has concluded.



Casino Box

Do you feel lucky? The Casino Box can radically alter your coin count, but not always for the better. If you win with the Casino Box, you'll double your coins. But if you lose, half your coins will vanish into thin air.



MORE ITEMS

As you play Mario Party, check back with the clerk at the Shop. Every now and then, he will add new items to his stock that you can purchase. The new goodies will further customize your game and even open up a few surprises.





WHO IS THE SUPERSTAR?

While all the inhabitants of the Nintendo universe are Super Stars in their own right, a friendly contest never hurt anyone. You can choose from Mario, Peach, Yoshi and company—all have their individual strengths. Who do you think has the best chance of leaving the Warp Pipe victorious?



PRINCESS PEACH

Despite her pink party dress, Princess Peach has a true blue heart of gold. Her kindness and bravery against Bowser could help propel Princess Peach to Super Stardom.



MARIO

All-around hero of the Nintendo universe, Mario has the most adventures under his belt. He is truly a jack-of-all-trades, and his experience will be helpful in many situations.



DONKEY KONG

What party is complete without a gorilla? Donkey Kong is the strongest of the bunch, hands down. Will his brawn help him grab the title of Super Star and reign as "top banana?"



LUIGI

Limber Luigi is not only fast on his feet, but he's quite bright to boot. In minigames, he can be counted on to leap far in situations where getting there quickly means getting the star.

YOSHI

Mario's rough-ridin' dino buddy has seen plenty of action. His boundless energy will serve him well on is quest to reach for the stars, especially when speed is the key to winning.

WARIO

The only character stronger than Wario is Donkey Kong. His size and brute force make his a formidable opponent when minigames require a little "hands-on" action.

SIX AMAZING ADVENTURES

Once you've decided who is going to compete for Super Star status, you'll have to choose a playing field. Do you want a jungle party, a rainbow gala or a tropical bash? Each board is familiar ground for one of the characters, but by no means is there any home turf advantage.

TYPES OF SPACES



Blue & Red

The majority of spaces on the board are blue, which award you three coins. But if you land on a red space, you lose three coins and can end up in a one vs. three Minigame.

Blue Minigame

Landing on this space will launch you into a one-player Minigame where you can earn coins without having to compete with others. You can score enough to fill your bank.

Question Mark

Step on the ? Space to really get the party going. Landing here will cause the board to shake things up by moving spaces or using the environment against the players.

Blue Mushroom

This space gives you a 50-50 chance at another turn. If you roll a red mushroom, you'll get an extra turn. But the poisonous mushroom forces you to sit out your next turn.

Blue Exclamation Mark

Stepping on this space opens the potentially disastrous Chance Game. The Chance Game is a tricky event, and a reversal of fortune can be just a few blocks away.

Red Bowser

If you land on Bowser's spot, you will have to confront the big party-pooper. Sometimes he challenges you, other times he steals coins.

MARIO'S RAINBOW CASTLE

Once, a great rainbow stretched across the sky above the glorious castle. Suddenly, the rainbow faded, and it was said that only a determined Super Star could free its colors.



DIFFICULTY

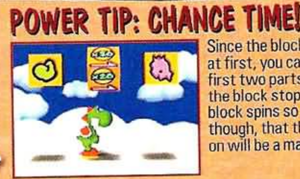




Toad will sit idle at the top of the board until a player pays the 20-coin ransom for a star. But if a player lands of the? Space, Bowser will switch places with Toad. If you cross paths with Bowser, he will sell you a fake star for 40 coins.

POWER TIP: CHANCE TIME!





Since the blocks turn slowly at first, you can choose the first two parts of the item the block stops on. The third block spins so quickly, though, that the item it stops on will be a matter of chance.

DK'S JUNGLE ADVENTURE

It's time for a little jungle boogie! On Donkey Kong's board, you have to get down if you want to aim high. But even if you think you have what it takes, remember that it don't mean a thing if you ain't got that swing.



DIFFICULTY





The intersections on DK's board are blocked by Whomps. If you pay the ten-coin toll, the store will let you pass, only to block the other path. Paying too many tolls can leave you without enough coins to buy a star.



If a player lands on the ? Space, a boulder will come thundering down on the board, forcing all players in its path to flee for the starting block. Such a setback can keep them from getting stars.

POWER TIP: CHECK YOUR MAP

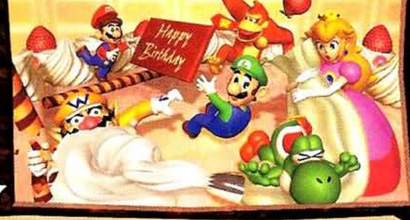




When you reach an intersection, be sure to count out which space you will land on for each path. Pressing the B Button activates a scrolling map that will show you the area around your character.

PEACH'S BIRTHDAY CAKE

What's a party without cake? (A party that Yoshi wouldn't go to, that's what.) Help Peach decorate her delicious cake by completing the board. And this game board is no piece of cake–it's tougher than the first two.



DIFFICULTY



When you pass the Goomba in the upper-right corner, you'll have to pay ten coins and play his lottery game. There are four seeds to choose from, and the "winner" has to face Bowser.



If you land on a ? Space and have 30 coins, you can plant a special seed, which will grow into a seed that will steal a star from any player unlucky enough to land there.

POWER TIP: KEEP THE CHANGE





Collecting coins is one of the main goals of every board, so do your best at every Minigame. If you don't have enough coins, you won't be able to buy a star. You'll have to go around again for another try.

YOSHI'S TROPICAL ISLAND

This isn't just a luau—it's a lu-WOW! Yoshi knows how to party, but with a little help from Bubba the fish, Bowser will try to crash your fun. Hula around the board as fast as you can to collect stars.





DIFFICULTY



There are two blue Thwomps dividing the two islands. Every time you pass by them, they'll charge a toll that keeps growing with each crossing. If you can spare the coins, raise the toll to thwart other players.



When you land on a ? Space, Bubba the fish will beach himself and switch Toad and Bowser. This can be especially frustrating if you've worked your way to the other island, just to have Toad taken away.

POWER TIP: BOWSER'S SPACE







Usually, landing on Bowser's pad is bad luck, but sometimes he will challenge you to a Minigame that you can use to your advantage. The winners of Bowser's rigged games often win zero, but the losers must part with a lot of coins.

WARIO'S BATTLE CANYON

Wacky Wario brings fireworks to every party. On his home turf, though, the entire board is a blast. Wario's living in a powder keg and giving off sparks, so you're in for an explosive round of play.



DIFFICULTY



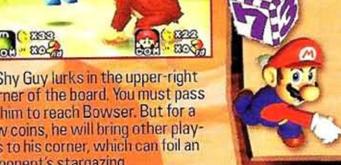




Wario's board is made up of five loops, connected by cannon blasts that send the players around the canyon. You'll land randomly on the next loop, and an unlucky landing can put the kibosh on your starry dreams.



A Shy Guy lurks in the upper-right corner of the board. You must pass by him to reach Bowser. But for a few coins, he will bring other players to his corner, which can foil an opponent's stargazing.



POWER TIP: HELP FROM BOO





Stopping by Boo's space can really put a crimp in your opponent's style. He will steal coins from other players for free, but for 50 coins he will thieve an even better party favor: your opponents' stars.

LUIGI'S ENGINE ROOM

Luigi's exclusive parties always reach the boiling point. Deep inside the engine room, the pressure's on Luigi and his band of merry revelers to have a good time while competing for the Super Star.



The entire board is littered with blue and red doors that impede movement and alter the gaming path. If you pay the doorkeepers a toll, they will switch the doors—often cutting an opponent off from a star.



The red and blue doors will switch at the conclusion of each round as well as every time a player lands on a ? Space, so plan ahead and devise a path based on the changing of the doors.







POWER TIP: WATCH YOUR FRIENDS

Your actions can affect how good a time your opponents have at the party, so constantly keep on eye on their positions. Pressing the R Button will display a full map and show whether or not you need to try to alter the board.



GO FOR BONUS STARS

Spend coins wisely and always do your best in the minigames, because after the game, bonus stars are awarded depending on who accomplishes certain feats. Even if your opponent finishes the board with more stars, you can make a comeback.



MINIGAME STRATEGIES

The real challenge to Mario Party is mastering the minigames. You'll have to prove your prowess at events ranging from hammer swinging to plastic surgery if you want to claim the coins.

2 vs. 2 MINIGAMES

Sometimes the only way to win is to work as a team. Cooperation, not competition, in these games will earn you the coins you need to be crowned a Superstar. But as long as you're having fun, everybody's a Superstar!

Deep Sea Divers


In this game, it's one in the boat and one in the blue. While one dives for chests, the other moves the boat so the swim back is shorter, leaving more time to return to the sea and bring up more chests.

Desert Dash


Imagine cross-country skiing in the sweltering heat, and you've got the Desert Dash. You must work with your teammate and move your feet together if you want to cross the finish line for coins.

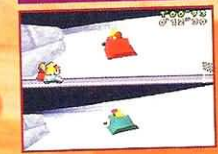
Bombsketball

Get to the basket and make the shot before another player steals the ball! If you start with the ball, allow your teammate to run interference while you swing outside the action for an easy swish.

Handcar Havoc


This isn't any Temple of Doom, but the principle is the same. Tear down the track at top speed, but when the car comes up on two wheels on a corner, push the stick in the opposite way so you won't fall.

Bobsled Run


Work together and be the first sled on the track for an immediate advantage. As your bobsled hurls through the chute, keep clear of the edges and watch for the zip pads that give your sled a little nudge.

TYPES OF MINIGAMES

Bonus Games
In Bonus Games, you have a shot at earning more than ten coins if you win (except in Memory Match). And even if you do lose, you won't lose any coins.

Success Games
If you win a Success Game, you earn ten coins. Losing, though, costs you five coins except in the Pipe Maze challenge. You won't lose any coins if you lose at it.

Chance Games
Winning the Chance Games can be especially fun, because you get to take coins from the other players. But don't gloat just yet—you might soon be on the giving end.

2-on-2 Games
Team up and go for the gold. In those two-on-two games, the members of the winning team get ten coins each. The losing team members forfeit ten coins each.

Racing Games
Finish first and enjoy a juicy ten-coin bonus! But what's really nice about the Racing Games is that the losers don't have to give up any coins.

Point Games
In these games, whoever has the highest score (such as in the Face Lift or Crazy Cutter challenges) wins ten coins. If there's a tie, both win ten coins.

Survival Games
It pays to be the last player standing—literally. If you survive the time clock or manage to avoid being knocked out on a Survival Game, you'll win ten coins.

1 vs. 3 MINIGAMES

No one likes feeling ganged up on, but in Mario Party sometimes being the underdog and winning can leave you feeling on top! In these events, the single player has the chance to win coins from the other three.

Bash 'n' Cash



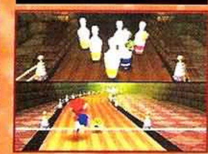
One player slips into a Bowser suit and runs from the others. Why? Because "the others" are swinging hammers in hopes of beating the stuffing (and coins) out of the fleeing player.

Tug 'o War



Your controller will take a licking and keep on ticking in this event. One player is fitted in a Bowser suit and pitted against the other three. Rotate your stick quickly and tug on the rope to beat your opponents.

Bowl Over



Who doesn't like a bowling party? Probably the pins, and unless you're holding the shell, you'll feel what it's like to be on the receiving end of one of those big, black marbles.

Pipe Maze



Four players stand at the end of four tubes. To collect the coins, you must watch the maze to find out which chute the chest goes into. Keep your peepers open, because the maze scrolls by quickly.

Paddle Battle



Row as hard as you can by rotating the Control Stick, because the weaker rowers are pressed against the river bank where a native Shy Guy is waiting to prod some of their coins free. Don't end up all wet!

Tight Rope Treachery



Swallow your fear of heights, because there's only one way to the other platform where coins await. While you cross the rope, the other players will try to knock you off by firing cannonballs from below.

Piranha's Pursuit

In one of the zanier minigames, you'll run from a snapping plant while trying to jump rocks and falling branches. The other players ride a cloud above the plant, feeding rain to the bad vegetable.

Coin Shower Flower



It's pennies from heaven—but they'll fall into the hands of the others if you can't stay on the flower. The more the flower tilts, the more coins drop, and if you fall from the petals, the game's over.

Coin Block Bash



Nine blocks, four players and one hammer. It's a formula for fun as the player toting the hammer tries to swat his opponents away from the coin-filled blocks and collect the booty for himself.

Crane Game



As the crane, it's your job to position yourself above helpless opponents and grab them. As the prize, wiggle free as fast as you can because if you're captured, you'll lose a third of your coins. Ouch!

4-PLAYER MINIGAMES

In most of these games, all players fend for themselves and try to rack up as many coins as possible in the quest to be a Superstar. But some require a team effort—and then it's one for all and all for fun!

Crazy Cutter



There's a monster fossilized in stone, and if you can jackhammer it free with a surgeon's precision, you'll win big. Remember each corner, because your character will sometimes obscure the outline.

Face Lift



Bowser's mug could use a little rearranging, don't you think? The game will show you Bowser's face with an expression you must match, then it's up to you to stretch Bowser's features to match that face.

Skateboard Scamper



In this mad dash for the other side, you will have to jump over rows of blocks. Look for the shadows of coins hanging in the air to add to your prize for winning first place.

Musical Mushroom



Round and round you go—when will the music stop? Nobody knows! But when the tune ceases, you'd better hightail it to the mushroom in the center and claim your prize before you're pushed out of the way.

Coin Block Blitz



It's the same nine-block field as the Coin Block Bash, except now there's no hammer to bat your friends out of the way. Repeated blows to the blocks open them, but you need to be quick to grab the coin bags.

Balloon Burst



Bowser was always a bit of a windbag, but now's your chance to prove it. Get a rhythm going and use your pump to fill your balloon with air. The first person to pop the vinyl Bowser will earn megacoins.

Hot Bob-omb



That's a hot potato! Toss the Bob-omb around the circle. The bomb will grow as it gets closer to exploding, so when it starts flashing red, be sure it isn't in your hands for very long.

Box Mtn. Mayhem



Thar's coins in them there hills, but you have to bash open the boxes to get to them. Not all the boxes contain gold, though. Some will bounce you across the room, using up precious time.

Platform Peril



What kind of peril? The kind that involves bricks falling away right under your feet, so unless you skee-daddle, you'll fall with them. Avoid pyramid obstacles that block your path to the coins.

Mushroom Mix-Up



No party is complete without the jump-on-the-match-ing-color-mushroom-or-drown-in-the-giant-squid-infested-waters game, so the makers of Mario Party were sure to slip that party gem in before shipping.

Treasure Divers



Take a deep breath and get ready for some underwater mayhem as you try to bring up as many chests as possible before time runs out. A shark and two jellyfish patrol the area, so avoid them if possible.

Grab Bag



Stealing is bad. Bad, bad, bad. Unless, of course, you're playing Mario Party, and then it's fun, fun, fun! Grab on to each other's knapsacks and shake free some coins for your own purse before time's up.

Bumper Balls



This island isn't big enough for the four of you, so mount up and try to bounce the other players into the drink. Defense is as important as offense here, so try to use your opponents' inertia to your advantage.

Tipsy Tourney



In this game, you're going to need to keep moving if you want to claim the coins first. Underneath the tiles is a picture that you can uncover only by sliding the shell over the top of it.

Bombs Away



Ahoy, mateys! Cap'n Shy Guy's blasting your island with cannonballs, and if you aren't nimble, you'll wind up in the sauce. Each cannonball tilts the island, so try to stay one step ahead of the others.

Mario Bandstand



If you want the coins, you've gotta get a groove on. When conducting the orchestra, push the stock in the direction of the notes. But if you're playing in the band, press the button only when you're supposed to play.

Cast Aways



This is easily one of the harder mini-games. Depending on how hard you flick the Control Stick, you'll cast your line at three rows of quickly passing treasure. The chests contain the most coins.

Hammer Drop



It's hammer time! One of the nefarious Hammer Brothers is willing to bestow some coins on you, and you must catch them while avoiding a barrage of hammers that will knock you off the island.

Shy Guy Says



Cap'n Shy Guy is back, and if you can successfully match all his flag signals, he'll grant you a heap of coins. Cap'n has red and white flags, and he'll sometimes try to trick you by holding both flags up.

Key-pa-Way



This game requires the cooperation of all four players. One player has the key, but unless you can work together to pass the key to whoever is closest to the lock while avoiding the baddies, everybody loses.

Buried Treasure



Claw your way through mother earth for a spelunking good time! Buried arrows will direct you to a chest of coins, so keep your eyes open for these hidden signs. Tunneling through rocks will slow you down.

Running of the Bulb



Big Boo is mighty hungry, and if you can't work together to put the bulb in the socket, it's lights out for everybody. While one player runs ahead with the bulb, everybody else must bop Boos.

Hot Rope Jump



It's jump rope with a burning twist. You'll need to clear the fiery rope 20 times to collect the coins. It may start slowly, but don't get too comfortable. The speed will vary, making it tough going.

Slot Car Derby



This event is extremely difficult. You must complete three laps in your slot car by lightly pressing the Control Stick in the right direction, but if you go too fast, you'll spin out in the corners.

1-PLAYER MINIGAMES

The pressure of competition can sometimes really get a potential Super Star down. The single-player games are an excellent way to fill up your purse without having to fend off your competitors.

Memory Match



There are nine squares and four matches, so that means somewhere under those tiles, Bowser is waiting to knock you out for a spell. You have only 30 seconds, so keep it sharp 'n' snappy.

Knock Block Tower



There's a chest at the top of this tower, but unless you can knock out all the wooden boxes and avoid touching the terrible Thwomps, you can kiss those coins goodbye. Things heat up when Thwomps starts bouncing.

Limbo Dance



Peach be nimble, Peach be quick, Peach go under de limbo stick! You must walk carefully beneath a series of bars without knocking them over or falling on your bum. A party isn't a party without limbo!

Slot Machine



Can you outsmart this one-armed bandit and cash out some serious coinage? Watch the symbols roll by—and if you can match up three of them correctly, the pay-out will be worth your while.

Pedal Power



It's time for Mario to work off some of that pasta. A big Boo threatens you from behind, and unless you can generate enough light by turning those pedals ultra-fast, Boo will get you and your coins, too!

Whack-a-Plant



Whack-a-plant? It sounds cruel, but if they're snapping Piranha Plants, it's OK to stomp them into submission. Each plant you trample will release a coin.

Shell Game



This should also be known as the Don't Blink Game. The Koopa Troopas place one chest full of coins under the four shells, then spin them around and around. Try to keep an eye on the prize!

Ghost Guess



As you enter the arena, you'll find yourself surrounded by a ring of twirling ghosts. The only way to acquire the coins is to whack the ghost that moves first. Watch their shadows to see who's jumping the gun.

Ground Pound



Flat and sharp poles, huh? And you have to pound the flat ones? It sounds easy enough, until some pesky butterflies cover each pole and you try to remember which is which. Yowza! That might hurt!

Teetering Towers



The only thing (well, ten things) between you and the cash is a field of unstable towers that bend beneath your weight. Jump from pole to pole and, if you're lucky, score a few coins on the way to the goal.

MORE SECRETS TO DISCOVER

When Mario and his pack of partying pals cut loose and kick off their Sunday shoes, you'd better look out, because they won't stop rocking the house until every party game has been played to its fullest and sometimes, that means unearthing some hidden party favors to get the job done. You can't afford to be a wallflower at this ripsnorter!



There are still plenty of surprises left to be found in Mario Party. Be sure to check back at the Shop for added items, such as this warp to a new brouhaha: Bowser's Magma Mountain. It's the hottest party in town!



Collecting 100 stars is quite an accomplishment, but Bowser's right there to rain on your parade. What shinanegans could that dastardly rascal be trying to pull now? RSVP to find out what's in store in Mario Party!

Chance Game



Here's where fortunes can change in an instant. Depending on the faces of the blocks chosen, coins can be awarded to other players. Even stars can be switched between players, which can upset the entire scoreboard.





R.S.V.P. A.S.A.P.!

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No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number and "Mario Party Contest" on a plain 3 1/2" x 5" card. Mail your entry to this address:

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One entry per person, please. All entries must be postmarked no later than March 1, 1999. We are not responsible for lost or misdirected mail. On or about March 15, 1999, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after March 31, 1999.

Prizes:
Grand Prize: One Winner will win a Nintendo 64, a Mario Party Game Pak, three N64 Controllers and $100. (25) Second Prizes Winners will win an N64 Mario Party Game Pak, three N64 Controllers and $50. Total value of all prizes is $4,330. Some restrictions apply. Valid only in the U.S. and Canada. Not valid in Quebec. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

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Meet Beezwax. He's become a human hive of hate since government nuclear tests mutated his prize insects. Now this enraged Arizona bee keeper is out for Revenge... and does his Stag pick-up pack a sting!

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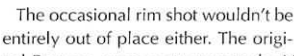
RAYMAN 2
THE GREAT ESCAPE™

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Only his floating head, hands and feet are disconnected—Rayman promises to connect with fans who suspect the next generation has abandoned the brand of action once found only in side-scrolling games.

EVERYBODY LOVES RAYMAN

It sounds like the setup to a bad joke: What do you call a guy with no arms and legs who falls victim to pirates and uses his hair to fly? The answer is no punch line, though: It's Rayman, the limbless star of Ubi Soft Entertainment's new flagship game that shows enough serious promise that it would be more suitably greeted with a drum roll rather than a rim shot.

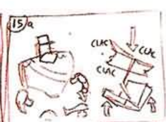


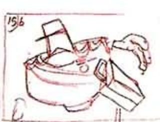


The occasional rim shot wouldn't be entirely out of place either. The original Rayman game, a stranger to the Nintendo faithful, was a silly Donkey Kong Country-style sidescroller racked with oddball characters and slapstick action. Released in 1995, the PC game went on to become a million-seller and topper of critics' "best of" lists. And much of the game play that earned Rayman its accolades the first time around will return in its 3-D sequel, Rayman 2: The Great Escape.



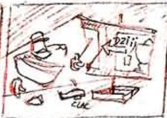






To create Rayman 2's cinema scenes, artists first sketched them out as storyboards.











In an undersea level, Rayman must free a whale and keep up with its trail of bubbles to avoid drowning.



Shielded by a tree, Rayman ricochets fireballs off walls to blast a pirate and free a captive.

CLASSIC ACTION

Unlike most 3-D updates of 2-D games, Rayman 2 manages to keep its side-scrolling sensibilities by emphasizing nonstop action over leisurely exploration. As a result, Ubi Soft's game, with its breakneck pace and varied game play, could offer the style of action that Super NES fans have been hoping the N64 would recapture.

While Rayman 2 leaves gamers some room for exploration, much of the game boasts "directed path game play" to lead gamers away from the goose chase and straight into the action. In one mission, Rayman sets foot on a lengthy cliffside bridge. One step later, sections of the rickety bridge begin to crumble away, forcing Rayman to race, hop and fly across the collapsing structure before he's left with nowhere to stand. But that's exactly how those enemy pirates want it.



Beneath its 3-D exterior, Rayman 2 keeps the frantic pace of side-scrolling games close to its heart. By riding sinking platforms and crossing collapsing bridges, Rayman must stay on the move.



PHANTOM LIMB SYNDROME

A band of intergalactic pirates finds Rayman to be the perfect attraction for their zoo of kidnapped rare species. A limbless wonder, Rayman has no arms, legs or neck, so his hands, feet and head float as if they were magically tethered to his torso. And when his legless feet have left the ground, his locks of hair can double as helicopter blades. The look and premise may seem too cute, but Rayman's fast-moving action will leave gamers little time to gush an "aww" in edgewise when taking in the game's Saturday morning charm.



There's something about Rayman. His hair stands straight on end, and when he whips his do into a coif-copter, he takes flight to put the "air" in "hair."



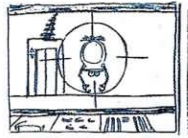
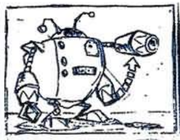
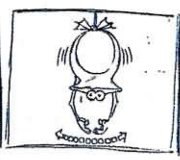
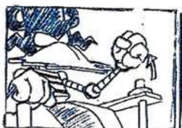
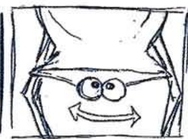
When he isn't racing, skiing or rocketing, Rayman rescues zoo prisoners and battles pirates by pitching spheres of energy from his Magic Fist.







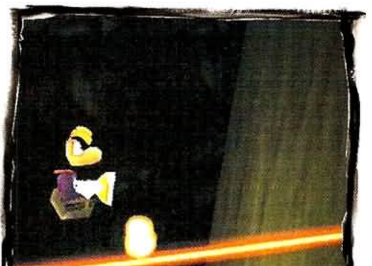


LOOK, MA—NO ARMS!

Ubi Soft is keeping the diversity of game play high by changing Rayman's mode of travel and means of battle from level to level. Rather than inserting the perfunctory snow or desert level to feign variety, Rayman offers, in the tradition of Earthworm Jim side-scrollers, levels that play out like self-contained games.

In what could likely be regarded as one of the year's standout gaming levels, Rayman hops into a mine cart that travels on a floating beam. As the cart speeds along its ever twisting track, gamers will have to rotate the cart like an out-of-control clock hand to steer Rayman upside down, sideways and at all points in between to dodge the branches, stalactites and stalagmites that obstruct the cart's path.



In one of the game's most inspired levels, Rayman plops onto a magical mine cart that races along a roller-coaster path.



Obstacles jut from every direction to block the speeding cart's path, so Rayman must dodge them by tilting his ride on its side, upside down and round and round.



SKIS, KEGS AND OTHER QUESTIONABLE MODES OF TRANSPORT

The mine cart level is not the only area that races Rayman from point A to point B with roller-coaster recklessness. Rayman will heave powder kegs onto his invisible shoulders, light their fuses, then hang on for dear life as they rocket him across the treacherous waters and through the forest of pillars that flood a mine shaft.

Other high-speed "directed path game play" areas will have Rayman desperately trying to keep up with the game's runaway pace as he water-skis around obstacles and over ramps or scrambles in a foot race over cliffs and webbed trampolines in pursuit of his friend Ly.

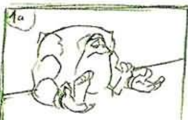


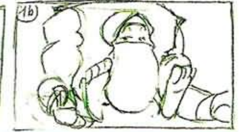
Towed by an eel that slithers between pillars, Rayman must navigate a course on water skis.



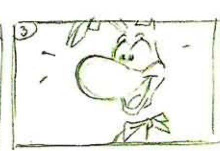
By lighting the fuses on powder kegs, Rayman can use them as makeshift rockets that will barrel him through narrow mine shafts.

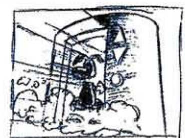
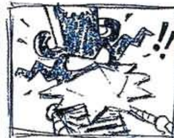


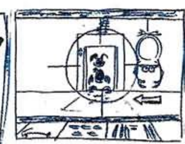
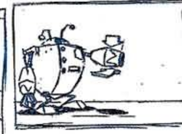









A COUP AT THE ZOO



It's no shame about Ray. He has many friends, including Ly the fairy, whom he must chase through an obstacle course.

Ly the fairy is among the many helpful friends Rayman encounters on his rescue mission. Gamers are able to play only as Rayman, but he can't thwart the pirates' kidnapping spree all by his limbless lonesome. To help in his emancipation efforts, many of the captives Rayman rescues along the way return the favor by lending a hand. Ly leads Rayman closer to the pirates, while hulking brute Clark helps clear the way for Rayman to free more prisoners.



Throughout the game, Rayman encounters various models of robotic pirates ranging from the laser-equipped, hook-handed Red Rums to the apish Gorilla Pirates and the oafish Creole Pirates. Most robotic swabbies guard captives imprisoned in tiny cages, and Rayman must battle the 'bots or other beasts (such as walking eyeballs) who stand in his way

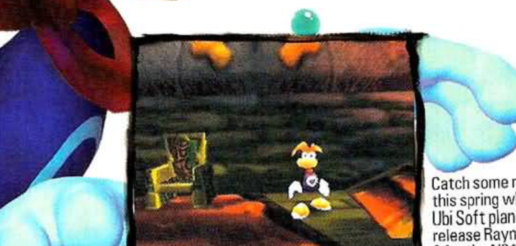




Clunky robots of the rock-'em, sock-'em variety plunder Rayman's world, and they fire lasers to prevent Rayman from freeing their captives.



The game takes place in a marshy lagoon where the pirate ship has docked. Among the crew are Gorilla Pirates who throw their weight around to crush Rayman's rescue attempts.

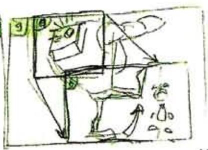


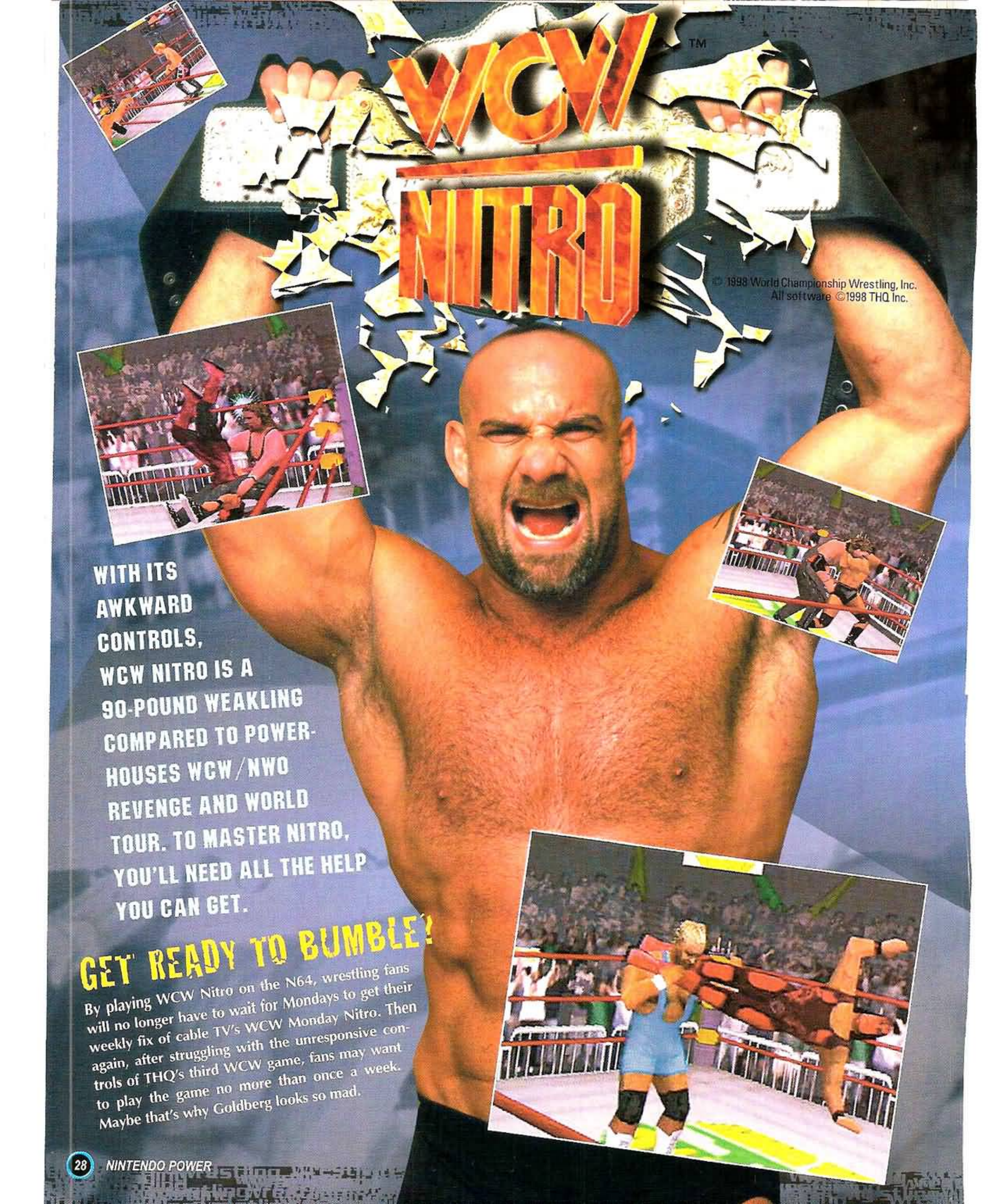
Catch some rays this spring when Ubi Soft plans to release Rayman 2 for the N64.

A RAY OF HOPE?

While the screen shots and play test of the game were taken from a 50%-complete version, its graphics, cameras and play control were appearing shipshape and ready for the game's tentative release this spring. With many of its details already fine-tuned and its emphasis on up-tempo platformer action, Rayman 2 promises to be a slick and quick fix of very replayable action.






WCW™
NITRO
© 1998 World Championship Wrestling, Inc.
All software ©1998 THQ Inc.
WITH ITS AWKWARD CONTROLS, WCW NITRO IS A 90-POUND WEAKLING COMPARED TO POWER-HOUSES WCW/NWO REVENGE AND WORLD TOUR. TO MASTER NITRO, YOU'LL NEED ALL THE HELP YOU CAN GET.
GET READY TO BUMBLE!
By playing WCW Nitro on the N64, wrestling fans will no longer have to wait for Mondays to get their weekly fix of cable TV's WCW Monday Nitro. Then again, after struggling with the unresponsive controls of THQ's third WCW game, fans may want to play the game no more than once a week. Maybe that's why Goldberg looks so mad.

•MODES OF PLAY•

Developed by Inland Productions rather than Asmik (the company behind THQ's WCW vs. nWo: World Tour and WCW/nWo Revenge), WCW Nitro looks and plays differently than its predecessors. Nevertheless, it still offers the four-player mayhem, signature moves, secret characters and varied modes of competition the series is known for.

TOURNAMENT



Tournament Mode puts the single player in a ten-bout competition. If you emerge undefeated, you'll win the title and possibly the chance to access one of Nitro's hidden wrestlers. Since only a handful of key wrestlers will unlock the secret brawlers, winning new characters will depend on whom you've used to win the championship.

TWO-PLAYER VS. TAG TEAM



To double the trouble, challenge another player to the Two-Player Vs. Tag Team matchup in which your pair of fighters tangos with your opponent's duo. Both players will control the tagged fighter who's in the ring, but, as in Exhibition Tag Team Mode, neither player can use the Z Button to call a third partner into the bout.

EXHIBITION



To settle a grudge against a particular wrestler, pick a fight in Exhibition Mode. The one-time matchup will allow you to face off in any ring, whether it's the nWo, Fall Brawl, American Bash or Halloween Havoc arena or the Nitro or WCW ring where the pixelated versions of the Nitro Girls strut their stuff.

BATTLE ROYAL



The last man standing in Battle Royal's four-wrestler free-for-all will be declared the champion of the survival match that pits four players, human or CPU-controlled, in a four-way, all-out brawl. Players will "lock on" to their nearest foe and battle him until another wrestler becomes a bigger threat.

EXHIBITION TAG TEAM

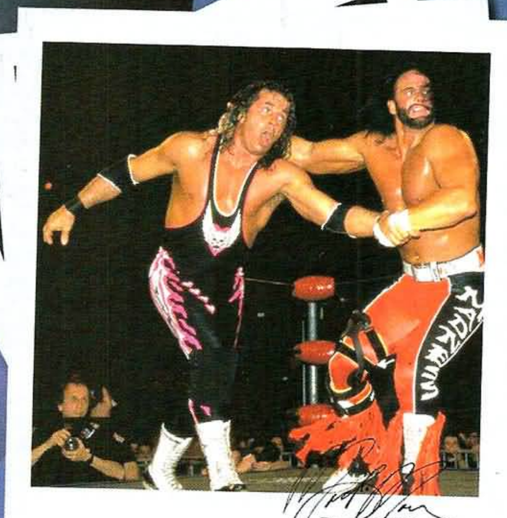


Like Exhibition Mode, the Exhibition Tag Team Mode will enable you to battle against the wrestler (wrestlers, in this case) of your choice. Team up with another brawler, then pick the pair you want to spar against. Your fighters can enter the ring one at a time, and you'll control whoever's currently sweating it out in the squared circle.

TWO-PLAYER VS.



In Two-Player Vs. Mode, you can challenge another player in an exhibition fight. As in the other modes, you can customize the fight's restrictions including the length of time you can spend outside the ring and whether you're allowed to hit the Z Button to summon an offstage CPU wrestler into the ring for help in double-teaming your opponent.



•WRESTLERS & THEIR SIGNATURE MOVES•

Once you're familiar with WCW Nitro's controls, you'll be able to bash with the best. The following signature moves apply when your wrestler is facing right, and moves indicated by the diamond icons will work only in specific situations.

LEGEND

♦	When a foe is on the mat with a flashing red meter.
♦♦	After whipping an opponent into the ropes.
♦♦♦	Atop a turnbuckle when a foe's meter is flashing red.
♦♦♦♦	When an opponent is charging you.

SCOTT HALL



Since he falls under the WCW Nitro's small wrestler classification, Scott Hall is able to perform the Frankensteiner (Away, Punch, Kick) and Head Scissors (Up, Punch, Chop).

SNAP AB SUPLEX
← + C▲ + C▶

HEADBUTT
C▼ + C◀ + C◀

OUTSIDER'S EDGE
↑ + C◀ + C◀ + C▼

THE GIANT



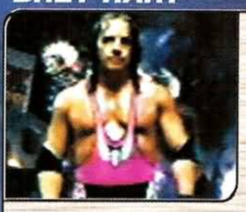
Dwarfing the competition is The Giant, a towering goliath who can land two punches in a row on a foe while most others will sock opponents out of reach after just one swing.

TWO-HAND CHOKE LIFT
↑ + C▲ + C◀

ONE HAND PANCAKE
C◀ + C▲ + C▲

CHOKE SLAM
↑ + C▼ + C▶ + C▶

BRET HART



Knocking an opponent to the mat is tough, and two of the Hitman's signature moves require his opponents to be floored. It's a good thing his easy-to-execute Leg Sweep can trip up foes.

ATOMIC HEADBUTT
♦ C▲ + C◀ + C◀

LEG SWEEP
C◀ + C◀ + C◀

SHARPSHOOTER
♦ ↓ + C◀ + C▲ + C◀

GOLDBERG



Goldberg played for the NFL before he became the WCW Heavyweight Champion of the World, and his Tackle is even more devastating in the wrestling ring than it was on the football field.

JACKHAMMER
↑ + C▲ + C▲ + C▲

GORILLA PRESS SLAM
C▲ + C▶ + C▶

TACKLE
↓ + C▲ + C▶ + C▶

CURT HENNIG



All three of Curt Hennig's special moves are suplex variations that leave opponents kissing the mat, so follow the attacks with a stomp (Down, Kick) or an elbow, knee or leg drop.

SNAP SUPLEX
C▼ + C▼ + C◀

BACK SUPLEX
↑ + C▼ + C◀

HENNING PLEX
← + C▲ + C▲ + C◀

GOLDBERG'S GORILLA PRESS SLAM



He's known for the Jackhammer, but his Gorilla Slam Press is just as lethal. With a heave-ho and an overhead throw, Goldberg will be standing over his foe while facing the direction opposite his opening stance.

HOLLYWOOD HOGAN



The presidential hopeful's most painful move, next to his decision to star in *Mr. Nanny*, is the Big Boot, an undiplomatic way to make a lasting impression on a charging opponent's face.

BIG BOOT

KNEE BASHES

HOGAN LEGDROP

JERICHO



The Lionheart is one of the more agile and acrobatic fighters, and his Lion Tamer submission hold will help him pin down a victory and declare him king of the WCW jungle.

SWINGING HEAD SCISSORS

TORSO FLIP

LION TAMER

KEVIN NASH



Kevin Nash qualifies as one of WCW Nitro's larger wrestlers, so he shares the big boys' abilities to perform the Gorilla Press (Up, Punch, Action) and Foot Choke (Toward, Chop, Chop).

CHOKE LIFT

SIDE SUPLEX

SUPER POWERBOMB

LEX LUGER



If your timing is precise, you can knock a charging wrestler out on his back with Luger's Diving Clothesline. Even if you miss, Lex will quickly roll to his feet for another go-round.

DIVING CLOTHESLINE

ATOMIC DROP

TORTURE RACK

DIAMOND DALLAS PAGE



DDP's specialty is his ability to lift opponents up and flip them around like batons. To give Page's talent a whirl, try his Spinning Backsplash and Reverse Side Suplex.

SPINNING BACKSPLASH

REVERSE SIDE SUPLEX

DIAMOND CUTTER

JERICHO'S SWINGING HEAD SCISSORS



He's nicknamed the Lionheart, but Jericho can move with cheetah speed. While you can usually see the setup for most assaults, Jericho's Swinging Head Scissors can strike with sheer power and very little warning.

RAVEN



An elbow to the face followed by a surprise kick is considered a Cheap Shot? Raven says, "Nevermore!" It's too bad the move will set him back too many steps to perform a quick follow-up.

REVERSE ARM FLIP



CHEAP SHOT

DDT



RICK STEINER



Taunts play a big role in wrestling, and Steiner's dog imitation is one of the more unusual ones. If you unleash it by pressing the B Button, you'll refill some of Rick's energy meter.

SCOOP SLAM



BACK PANCAKE

GARGOYLE SUPLEX



SATURN



This boy in the hood's Power Slam and Gargoyle Suplex are ideal for buying time. Saturn's moves will leave opponents on the mat, while their dizzied heads will be in another galaxy.

GARGOYLE SUPLEX



POWER SLAM

DEATH VALLEY DRIVER



SCOTT STEINER



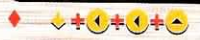
Scott Steiner is one of the easier World Championship Wrestling characters to use, since repeated hits of a single button can execute either his Arm Suplex or his Back Hits move.

ARM SUPLEX



BACK HITS

STEINER RECLINER



MACHO MAN RANDY SAVAGE



He promotes beef jerky in commercials, but in the ring, Savage is a pro at cooking up Pancakes. After laying out a foe with a Side Pancake, snap into him with a Flying Elbow Drop.

SIDE PANCAKE



FACE SMASH

FLYING ELBOW DROP



STING



Sting can be a tough wrestler to master, since only his Death Drop is an all-purpose move, while his Stinger Splash and Death Lock are usable only if his foe is in the right position.

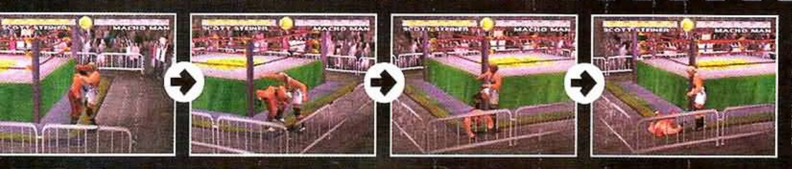
STINGER SPLASH



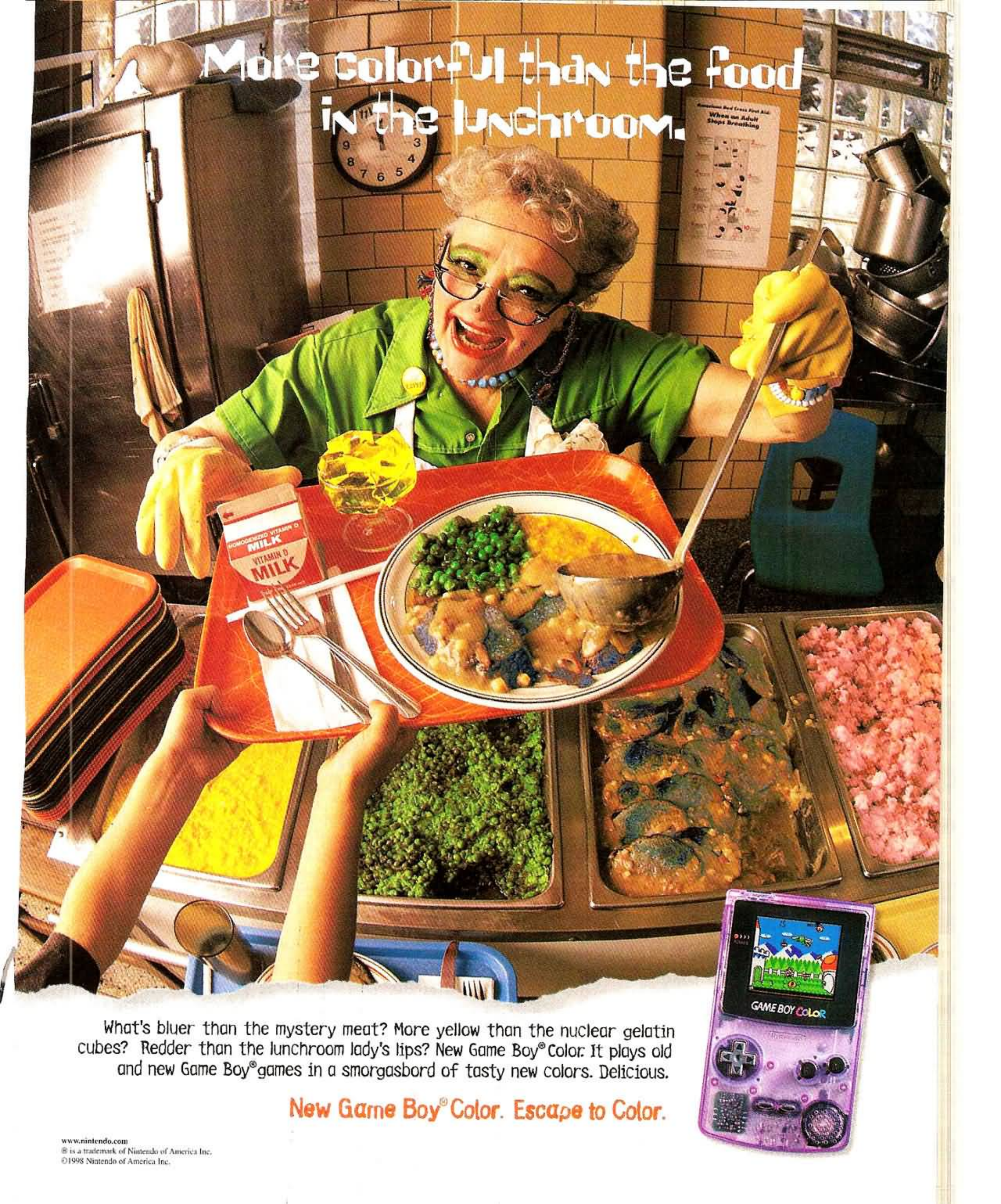
DEATH DROP

DEATH LOCK

SCOTT STEINER'S BACK HITS



Get ready to pummel! With Scott Steiner's Back Hits, you can hammer foes to the ground with an easy move. By simply tapping the top C Button three times, you'll inflict Steiner's series of spine-numbing backslaps.



More colorful than the food in the lunchroom.
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VITAMIN D
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GAME BOY COLOR
What's bluer than the mystery meat? More yellow than the nuclear gelatin cubes? Redder than the lunchroom lady's lips? New Game Boy® Color. It plays old and new Game Boy® games in a smorgasbord of tasty new colors. Delicious.
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CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

BODY HARVEST

A New Crop of Cheats

Last month, we promised that any new codes that appeared in our Members Only special would be reprinted here in Classified Info over the next few issues. In fact, not only are we reprinting the Smart Bomb code, we're also revealing three new codes for your mutant-busting pleasure.

To use any Body Harvest code, first begin a new game and enter your name as ICHEAT. Once that's done, you can use any of these codes at any time. To unleash a Smart Bomb that hits all the minor enemies, shield generators and processors on screen, press A, top C, top C, Up and Left.

All Weapons

To give yourself all the weapons in the game, press A, Right, bottom C, right C, top C, A and Left. Use the Control Pad to enter all Body Harvest codes.



Mutant Morph

Press bottom C, Up, Z, Z, right C and Right to change any harvesters on screen into mutants. If you enter any Body Harvest code correctly, a message will appear.



Big Bugs

This one is for bug-lovers only. Press Left, A, Right and Down to make any aliens on screen even bigger than before. Eeew!





Cheat Menu Update

In case you didn't catch our Members Only special, here's the Cheat Menu code for Rush 2. On the Setup screen, while holding L, R and Z, press all four C Buttons simultaneously until the Cheat option appears. Now access the menu, highlight one of the cheats on the list below, then follow the code sequence shown to activate it. You can activate some, but not all, of the other cheats by using the menu code: while holding L, R and Z, press all the C Buttons repeatedly.

Killer Rats
While holding L and R, press Z four times.

Mass
While holding L and R, press top C, bottom C, left C and right C.

Resurrect in Place / Tire Scaling
While holding Z and left C, press right C. Release all buttons. While holding Z and right C, press left C.

Frame Scale / Game Timer
While holding Z and bottom C, press top C. Release all buttons. While holding Z and top C, press bottom C.



If you must press and hold two buttons, press them simultaneously.



You can mix and match almost any of the cheats.

F-ZERO X

All Vehicles and Tracks

F-Zero is legendary in the annals of the Super NES, and F-Zero X is fast becoming a classic in its own right. To unlock all the vehicles, tracks and difficulty levels in the game, just take this code for a spin: on the main menu, press L, Z, R, top C, bottom C, left C, right C and Start. Who knew that high-speed thrills could come in so many different flavors?



If you enter the code correctly, the screen will blur then return to normal.



You'll have access to all 30 vehicles and 30 tracks in the game.

Kobe Bryant in NBA COURTSIDE

Alien Invasion

Back in Volume 110, we told you how to access the hidden teams, including the Left Field squad. This new code will change the Left Fielders into bug-eyed aliens! To make the switch, first complete the Hidden Team code. (In case you don't have it, here it is: on the main menu, highlight Pre-season, hold L and press A.) Then go back to the main menu and press top C, bottom C, left C, right C, Start, Start, A, B, A, R and Z. Then select the Left Fielders and begin your game.



You must use the Hidden Team code before the Alien Team code.



The truth about aliens isn't "out there," it's right in here!

GLOVER™

Give Yourself a Hand

If you need a helping hand with Glover, pause your game and try out the codes below. Each letter stands for a different C Button: T = top C, B = bottom C, L = left C and R = right C. If you enter a code correctly, you'll hear a tone and a message will appear on screen. Most of these codes can be used together, but some may cancel out others. To cancel all codes and return your game to normal, simply use the All Cheats Off code.

Code	Mode/Effect
T R R B L B T R	Open Portals
B B L T T T R B	Open Levels
B B R L T T B L	Open Checkpoints
L T R B L T L L	Locate Garibs
B R B T L B L T	Mad Garibs
T L L T R L B T	Call Ball
T B T B T B L T	Powerball
L R L R T B R R	Control Ball
L B T R L L B B	Enemy Ball
B B T B B L R B	Big Ball
R T T T T L L B	Boomerang Ball
B B L L T T B T	Invisible Ball
L L T L R T T T	Low Gravity
L R L R L R L R	Fish Eye
T L L L L T R T	Death Spell
B L B B L B T L	Frog Spell
B B B L L B R L	Hercules
L L R T R L B B	Speed Up
L R T T B R B R	Rotate Camera Right
R B R B T T R L	Rotate Camera Left
B B B B B B B B	All Cheats Off



As you enter a code, each button you press is displayed on screen.



You can use most of these codes together, but some may cancel out others.

BLITZ

The Hits Keep on Comin'!

You *knew* there were more codes for NFL Blitz! All game play codes are entered on the Matchup screen. The first number stands for the Z Button, the second for the B Button and the third for the A Button. Press each button the number of times shown, then press the Control Pad or Control Stick in the direction shown. To access a hidden character, enter a name and its PIN number before you begin a game.

Code	Mode/Effect
4-3-3 Up	Invisible QB
3-2-1 Left	Headless QB
1-2-3 Right	Headless Team
2-2-2 Right	Night Game
0-1-0 Up	Late Hits
5-5-5 Up	Hyper Blitz
5-2-5 Down	Snow

Name	PIN	Name	PIN
BILLZ	0526	TODD	1122
ZZ	1221	GATSON	1111
GRINCH	2220	ROG	8148
NICO	4440	PAULA	0425
LT	7777	MONTY	1836
JIMK	5651	MITCH	4393
MARKA	1112	JOHN	5158
ED	3246	JOSH	4288
GUIDO	6765	RYAN	1029
SHUN	0530	BETH	7761
DBN	6969	BRIAN	0818
PAULO	0517	GENE	0310



If you enter a code correctly, you'll hear or see a message.



Being headless really doesn't affect your playing, huh?

NIGHTMARE CREATURES™

Pleasant Dreams

This all-in-one code will grant you unlimited lives and items, activate a stage select option and allow you to play the game as a monster. Use this code as your password: bottom C, Up, Left, Down, Down, left C, left C and right C. If you enter the code correctly, new cheat options will appear. Select the options you'd like, then begin your game as normal.



Once you select your cheats, you can return to the main menu and load a saved game.


This code can help you end your gaming nightmares!



Code Correction

In Volume 114, we revealed how to unlock special features and modes in WWF Warzone. Someone must have put us in a group headlock because we goofed on two of the tricks. To unlock the Extra Cold feature, you must win the Challenge on Medium difficulty with "Stone Cold" Steve Austin. To unlock the Extra Gold feature, you must win the Challenge on Medium difficulty with Golddust.



Completing these tricks will take a lot of wrasslin'!


These features will allow you to choose different costumes for Stone Cold and Golddust.

CLASSIFIED INFORMATION



Extra Power-ups

To add a power-up to your inventory, enter one of the codes below while your ball is rolling down the lane. You must complete the code before your ball hits the pins. You can use only one code per turn and three codes per match.

Code	Power-Up
LLLRRR	Clone Ball
RRRLLL	White Dwarf
RRLLRL	Turbo Ball
LLRRLR	Mega Ball



Use the L and R Buttons to enter these codes.



You can carry only one of each power-up at a time.



Stage Skip

To activate a Stage Skip cheat, enter 2409 as your password. To activate the Zoom Around Mode, enter 0601 as your password. Finally, to view the game's celebration sequence, enter 1943 as your password.



Safari Zone Cheat

You can find some Pokémon in the Safari Zone only, and since you can't use your regular attacks or Poké Balls in the zone, it can be difficult to capture these rare creatures. This trick, however, will allow you to find Safari Zone Pokémon in another area of the game. To use this trick, you must have a Pokémon with the Surf ability, and you must be able to reach Seafoam Island. This trick has several steps, but the payoff is worth it.

Step 1

Enter the Safari Zone and go to the area that is the home of the Pokémon you want to catch. Walk around in this area until the time runs out. It doesn't matter if you run into any Pokémon during this time.



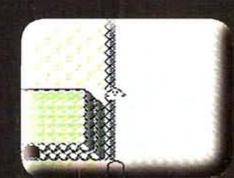
Step 2

Now leave Fuchsia City and head south. Use the Surf ability to reach Seafoam Island. Avoid any trainers along the way. If one challenges you to a duel, the trick won't work, and you'll have to start over.



Step 3

On Seafoam Island, Surf along the edge of the shore. You'll find Pokémon from the Safari Zone on this narrow strip. The Pokémon you find here will be the same as those in the area of the zone you visited.



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

ON THE ROAD TO Beetle Adventure Racing

Two Power writers go on the road to discovery and adventure as they search for Electronic Arts' first, exclusive N64 racing game.



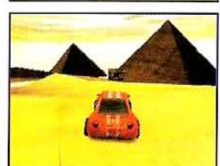
AN OFFER THEY COULDN'T REFUSE

Come up to Vancouver, B.C. and check out our cool new adventure racing game for the N64, the development team at EA Canada invited. We'll send you a map to get here, they promised. Intrigued by the descriptions they had heard of a 128-megabit racing game featuring the VW New Beetle, four-player battles, Controller and Rumble Pak compatibility, 30-frame-per-second animation, and a focus on exploration that made the game more of an adventure than a racer, your intrepid Power writers decided to take a road trip to the great white north and check it out. Not only would they get an exclusive play test of Electronic Arts' upcoming game, but here was the perfect opportunity to break in the official Powermobile–a bright yellow New Beetle complete with pine air fresheners and Power plates. And who knew, maybe they would see a polar bear by the side of the road. When the promised map arrived, there was no reason to delay. They headed for the Canadian border, never suspecting that they were about to enter a Beetle nightmare straight out of the twilight zone or a horrifying episode of Nester's Adventures.

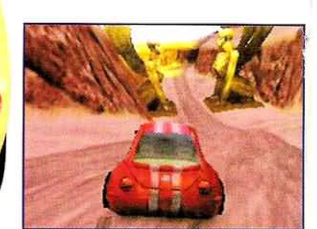
Scott: "I knew we'd made a wrong turn somewhere when the T-Rex tried to eat our Beetle."

Levi: "I'd never been to Canada before, so the sphinxes and sand dunes really threw me."









THE ADVENTURE BEGINS

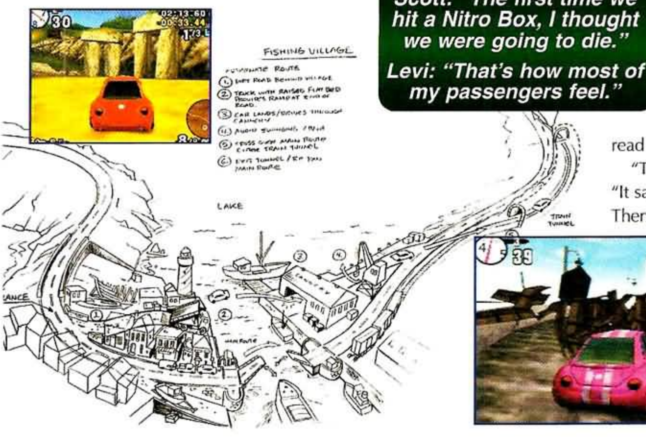
The first sign of trouble came when the Power writers crossed the Canadian border and suddenly found themselves surrounded by a pack of New Beetles racing at high speed through Stonehenge.

"Is Stonehenge supposed to be in British Columbia?" Levi asked as he squealed the car around the center of the ancient Celtic ruin. Scott didn't think so. He called Scott Blackwood at EA on his cell phone to consult. "That's very strange," said Blackwood, "because Stonehenge happens to be in our game. It's in the very first stage."



Having spent much of their lives in movie houses or with their noses buried in sci-fi paperbacks, the two writers instantly realized what must have happened. "Those code heads sent the wrong map and now we're in the game!" they cursed. But even though the surroundings were a virtual construction of textured polygons, they were quite impressive and realistic enough to fool anyone. Scott peered more closely at the map, noting that it had scribbled directions all over it that read like game tips.

Scott: "The first time we hit a Nitro Box, I thought we were going to die."
Levi: "That's how most of my passengers feel."



"This must have been the level design map," he surmised. "It says we should jump off the side of the bridge up ahead. Then we'll fly across the ravine and reach a cavern with an alien space ship inside. Let's do it."

"Naturally," said Levi, as he white-knuckled the wheel in anticipation of his own Roswell-style landing. A moment later, the yellow Beetle crashed through the railing and shot into foggy space like a courageous–but rather stupid–egg attempting to fly.

EXCESSIVE ROAMING CHARGES

By this time, Scott Blackwood had been joined on the speaker phone by team members Hanno Lemke, Peter Royea and Jeannie Wong. The crew at EA was apologetic. They hadn't meant to send the design maps. But at least it was a good way to see the game, they pointed out optimistically.

"We think you'll pop back out of the game after you complete the six regular tracks," announced Peter with confidence. "Just stay on the line and we'll talk you through this." He went on to explain that the writers wouldn't even have to win each race, but just place third and collect most of the Point Boxes, which had been cleverly hidden all over the terrain.

"Cleverly hidden?" Scott asked suspiciously. "How cleverly?"

"Oh, we were as clever as three weasels in a hen house," piped in Hanno.

"None of us even knows where all the boxes are. The idea is that Beetle Adventure Racing invites players to explore every 3-D nook and cranny. Almost everything you see is interactive. You can drive through trees, crash through buildings, leap over ramps, hit buttons that drop you into new, hidden areas, and pick up Nitro to blast yourself over gaps to reach distant locations. And the courses are huge, up to eight or nine kilometers per track. In addition to the different breakthrough areas, there are interactive obstacles, like flowing lava on Inferno Isle and chain-rattling ghosts in the haunted house. Of course, the game isn't finished yet, so you'll be lucky to get out of there while you still have hair." All the EA guys seemed to think that was pretty amusing. The Power writers cringed and grimly looked for an exit. They meant to reach the offices of EA Canada if it was the last thing they did.

Scott: "I think the worst moment was when the pirate ship started shooting at us and Levi missed third gear."
Levi: "When we busted into the casino, I wish we could have gotten out and seen the showgirls. The N64 pushes a lot of polygons you know."





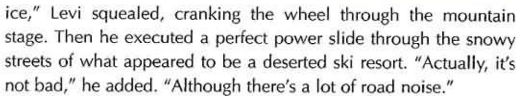
The jump off the snowy bridge may seem like a stupid move, but it's the only way to make first contact.

This section of map details how players will be able to cruise through the fabulous Need for Sleep Hotel in Beetle Adventure Racing. Detailed sketches such as this were used to design each stage in the game. Notice the elevator on the upper level that takes your car to the highest floor so you can jump to the freeway. You won't find that sort of complexity in many racing games.

WE WANT OUT

Peter was extolling the virtues of how EA designed the game from the ground up for the N64. It was meant to be a fun game for one, two or even four players, not a high-brow sim that pretended to be the real thing. The design work was carried out at the EA Canada office, including the creation of 3-D track models, while the coding was performed by Paradigm Entertainment in Dallas-the same folks who programmed F-1 World Grand Prix. They wanted to give the cars character so they chose the New Beetle. Players begin the adventure with a choice of three Beetles, then more upgraded Beetles become available when new tournaments open up. The cars vary in three attribute categories–acceleration, top speed and handling. "There are even secret Beetles in the game," Hanno hinted. Then he asked, "How does it handle?"

"Like a sled on ice," Levi squealed, cranking the wheel through the mountain stage. Then he executed a perfect power slide through the snowy streets of what appeared to be a deserted ski resort. "Actually, it's not bad," he added. "Although there's a lot of road noise."



"That's the Rumble Pak," piped in Peter. "The steering uses a realistic, four-point physics model, but we wanted it to be intuitive, as well, so anyone will be able to pick it up and play right away. That's particularly important in the four-player Beetle Battle Mode or the two-player Duel Race Mode."

Scott: "Considering that we were cruising over lava beds and jumping canyons, the ride was exceptionally smooth."

Levi: "Until my burrito lunch started acting up."

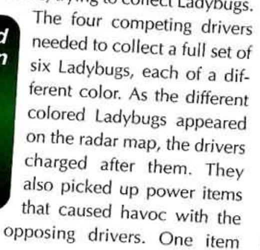


ATTACK OF THE 3-D BEETLES

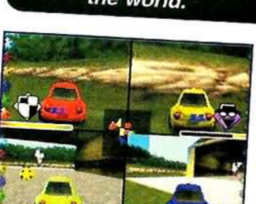
Without warning the embattled Power writers found themselves in separate New Beetles, racing around inside a large, enclosed arena like the inside of a castle, trying to collect Ladybugs.

Scott: "I never thought I'd want slowdown and fog in an N64 game."

Levi: "Driving with an upside-down screen wasn't tough for me. That's usually how I see the world."



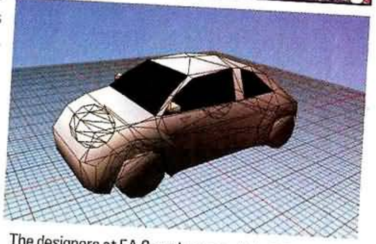
The four competing drivers needed to collect a full set of six Ladybugs, each of a different color. As the different colored Ladybugs appeared on the radar map, the drivers charged after them. They also picked up power items that caused havoc with the opposing drivers. One item created a soupy fog, another flipped the screen view, and the final item cut the speed of opponents' cars by half so they moved at a snail's pace. If a car crashed and burned, the driver would lose one of the Ladybugs, which would then have to be collected again. The battle raged for several minutes of total mayhem, then it was over and the Power writers found themselves back aboard their yellow New Beetle in the midst of a Vancouver downpour, parked in front of the EA Canada office.





Eight different arenas offer lots of frantic fun for up to four drivers. The two-player Duel Mode is a head-to-head contest on any of the open tracks.





The designers at EA Canada created the 3-D models that are used in the game. Those models were then sent to Paradigm Entertainment to be coded for the N64.

SO GLAD YOU COULD DROP IN

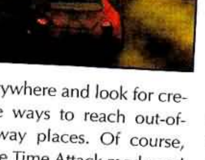
When the Power writers and EA team finally got together, there was great rejoicing. "Sorry the maps were so detailed," Peter apologized. "We had no idea that they would lead you so far off course, but that's really what Beetle Adventure Racing is all about. To find the 100 points in each stage, players will have to drive everywhere and look for creative ways to reach out-of-the-way places. Of course, in the Time Attack mode and Duel mode, you can also play the game as a traditional racer."





Scott: "I guess I was most impressed with the realistic graphics and effects."

Levi: "They had me completely fooled for hours."



The old mansion in the Wild Woods is haunted with chain-rattling ghosts. Every stage is filled with animated encounters.

"I don't think there's anything traditional about it," Scott noted. "In the Sunset Sands area, we noticed a red octagon on the floor of the temple. Since it looked sort of like a stop sign, Levi stopped on it. The next thing we knew, the floor dropped out and we were in an underground tunnel. What was that about?"

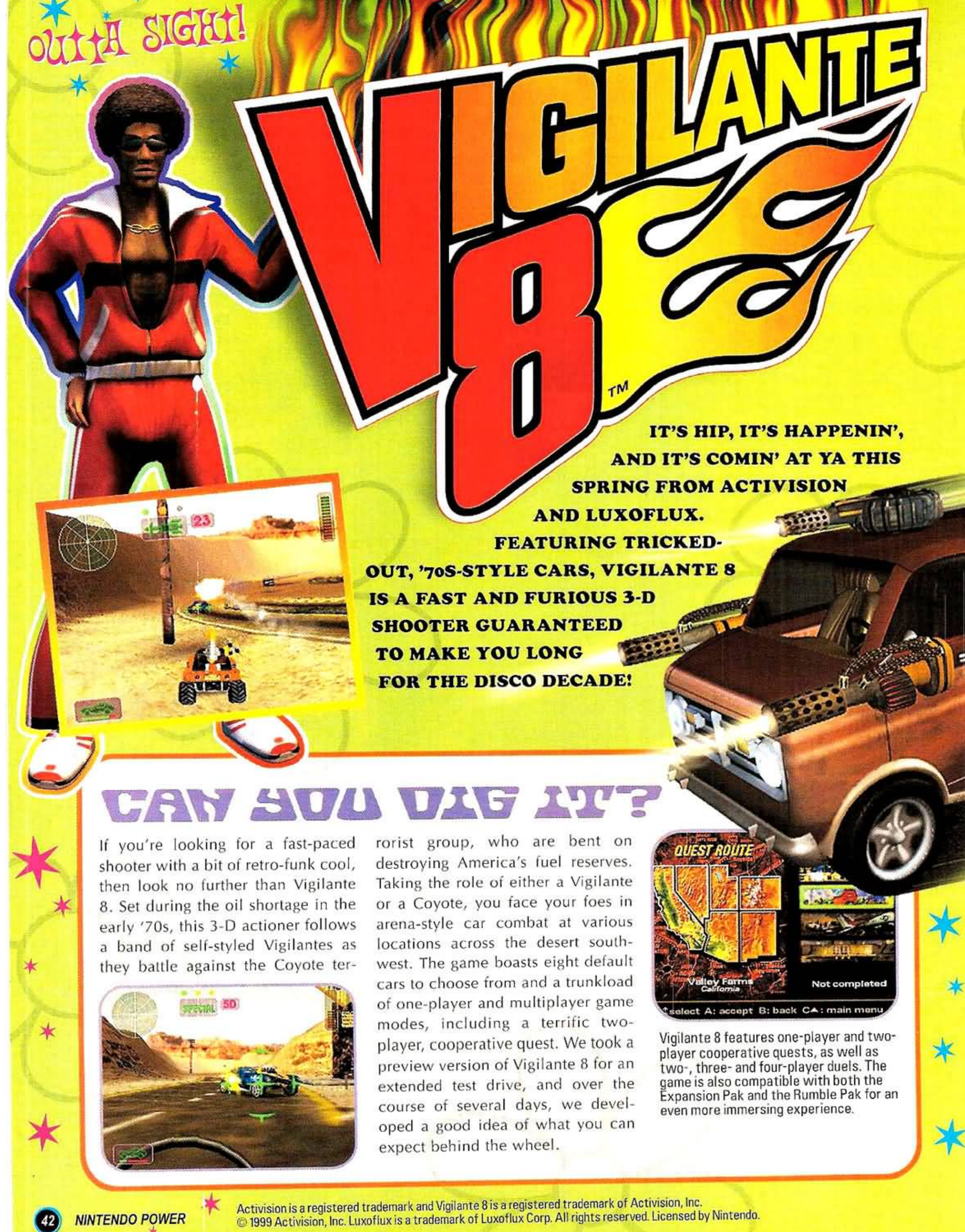
"Ah, yes. Puzzle-solving. That's another big part of the game. You actually have to use your brain."

"Do you think players are ready for such a radical concept?" Levi asked.

"We'll see this spring when the game is released. There are so many regular racing games out there that Beetle Adventure Racing should really stand out in comparison. Do you Power writers have any other questions

"Just one," said Scott. "How do we get home again?"





IT'S HIP, IT'S HAPPENIN', AND IT'S COMIN' AT YA THIS SPRING FROM ACTIVISION AND LUXOFLUX. FEATURING TRICKED-OUT, '70S-STYLE CARS, VIGILANTE 8 IS A FAST AND FURIOUS 3-D SHOOTER GUARANTEED TO MAKE YOU LONG FOR THE DISCO DECADE!

CAN YOU DIG IT?

If you're looking for a fast-paced shooter with a bit of retro-funk cool, then look no further than Vigilante 8. Set during the oil shortage in the early '70s, this 3-D actioner follows a band of self-styled Vigilantes as they battle against the Coyote terrorist group, who are bent on destroying America's fuel reserves. Taking the role of either a Vigilante or a Coyote, you face your foes in arena-style car combat at various locations across the desert southwest. The game boasts eight default cars to choose from and a trunkload of one-player and multiplayer game modes, including a terrific two-player, cooperative quest. We took a preview version of Vigilante 8 for an extended test drive, and over the course of several days, we developed a good idea of what you can expect behind the wheel.

Vigilante 8 features one-player and two-player cooperative quests, as well as two-, three- and four-player duels. The game is also compatible with both the Expansion Pak and the Rumble Pak for an even more immersing experience.

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THE MOD SQUAD

People often wonder whether it's the theme or the game play concept that comes first in a game's development. In the case of Vigilante 8, the '70s theme was the starting point for the entire project. Inspired by their favorite '70s TV shows (you'll see lots of references to shows like Charlie's Angels and The Dukes of Hazzard), the team at Luxoflux first designed the game's cars and larger-than-life characters. And, oh, what characters they are! The eight default drivers include beauty queen and secret government agent Chassey Blue, a one-time Vegas hustler named John Torque, a beautiful and deadly cyborg code-named Houston 3, and a disco dance king who calls himself Boogie. You can almost smell the polyester from here!



These cool cats are definitely from a different decade. Flared pants have come back into vogue, but let's hope that the polyester pants suit stays dead and buried!

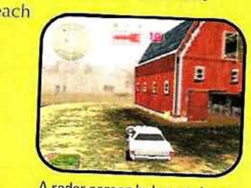




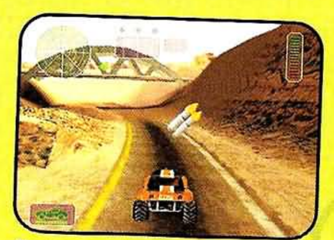
DISCO INFERNO

You can choose any character when the game begins, and each one has his or her own signature car. Chassey, for example, favors a sleek, blue fastback coupe, while a massive silver town car is John Torque's ride of choice. Each vehicle has different handling characteristics and can be outfitted with various power-ups and special weapons during combat. You begin each battle with a simple machine gun, but you can add mines, mortars, guided missiles and more to your arsenal. You can even perform special moves with different weapons, like using all your mortar rounds to flip an enemy car onto its roof or using a pair of rockets to shove an enemy car out of control. You can also find car-repairing wrenches, radar-jammers, shields and other gadgets placed at various locations around each 3-D arena.





A radar screen helps you keep track of your enemies as well as the power-ups placed at strategic points around the stages.



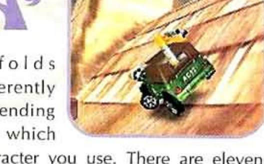
The power-ups do regenerate every so often, so as long as you stay alert and stay ahead of your opponents, you won't lack firepower.





KEEP ON TRUCKIN'

Vigilante 8 is set up as a straightforward shooter, and in the quest game, you must simply battle through each stage, destroying various foes as you go. There are some objectives to fulfill, usually of the smash-and-run variety, but there's nothing that will take you very far away from the car-to-car combat. If you want even more excitement and variety, the quest unfolds differently depending on which character you use. There are eleven stages in all, but each character has access to only four of them. To experience the entire game, you must play it at least three times, changing your car (and likely your battle tactics) each time through. As you play, you can also unlock several hidden characters and vehicles, including an alien who stars in a special five-stage quest that's tougher than the normal game.







Using different characters makes for very different play experiences. Not only do the cars differ, but the stages do as well, depending on whom you pick.

LIFE IN THE FAST LANE

The stages themselves are very large, each covering an area equal to several square city blocks. There are also anywhere from four to six cars on screen at once, including computer-controlled opponents. With so much computerized ground to cover, you might wonder how well the game runs. With the help of the N64 Expansion Pak and some triple-buffering, the graphics in Vigilante 8 can usually run at a smooth 30 frames per second. If there's a lot of action on screen, many games are designed to slow down in large steps, dropping down by several frames per second. In Vigilante 8, graphic speed is reduced in very small increments. If necessary, the game can slow down to, say, 27 frames per second, but it won't go any slower than it has to. Slow down (and player frustration) is thus kept to a bare minimum.



The stages include a neon-lit city and a military site rumored to be the home of captured UFOs. You can damage most of the buildings and features in a stage.



Most of the stages have extra features and effects that add to the challenge and atmosphere, like the fires in the oil fields and the boulders in the canyon.

VIGILANTE 8

I WILL SURVIVE

Vigilante 8 runs at about 20 frames per second in the multiplayer modes, but since some of the extra effects you see in the one-player game are disabled in these modes, the action is still plenty fast. In fact, as much as we liked the one-player quest, we enjoyed the multiplayer mayhem even more. There are three multiplayer modes, including an every-driver-for-himself match, a team duel and a one-against-the-world battle. With the '70s-style rock-



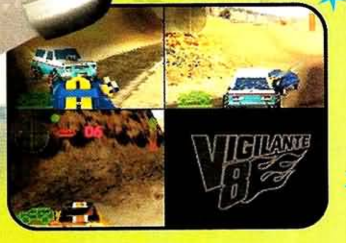


soundtrack thumping out of our speakers, we spent a couple of happy days jumping dunes, blowing up gas stations and blazing our way across the desert landscape in hunting for four-wheeled prey. By the time the smoke cleared and the last wah-wahs of the synthesized guitars faded away, we were hooked. The game control was easy to master, the detailed graphics ran smoothly even with four players, and we had a blast coming up with ever more devious strategies for the weapons and special moves. On top of that, we proved yet again that leaning over in our chairs does not help us turn faster!



The cars could withstand lots of damage. Even novices had a chance to enjoy the action and score a few face-saving hits.



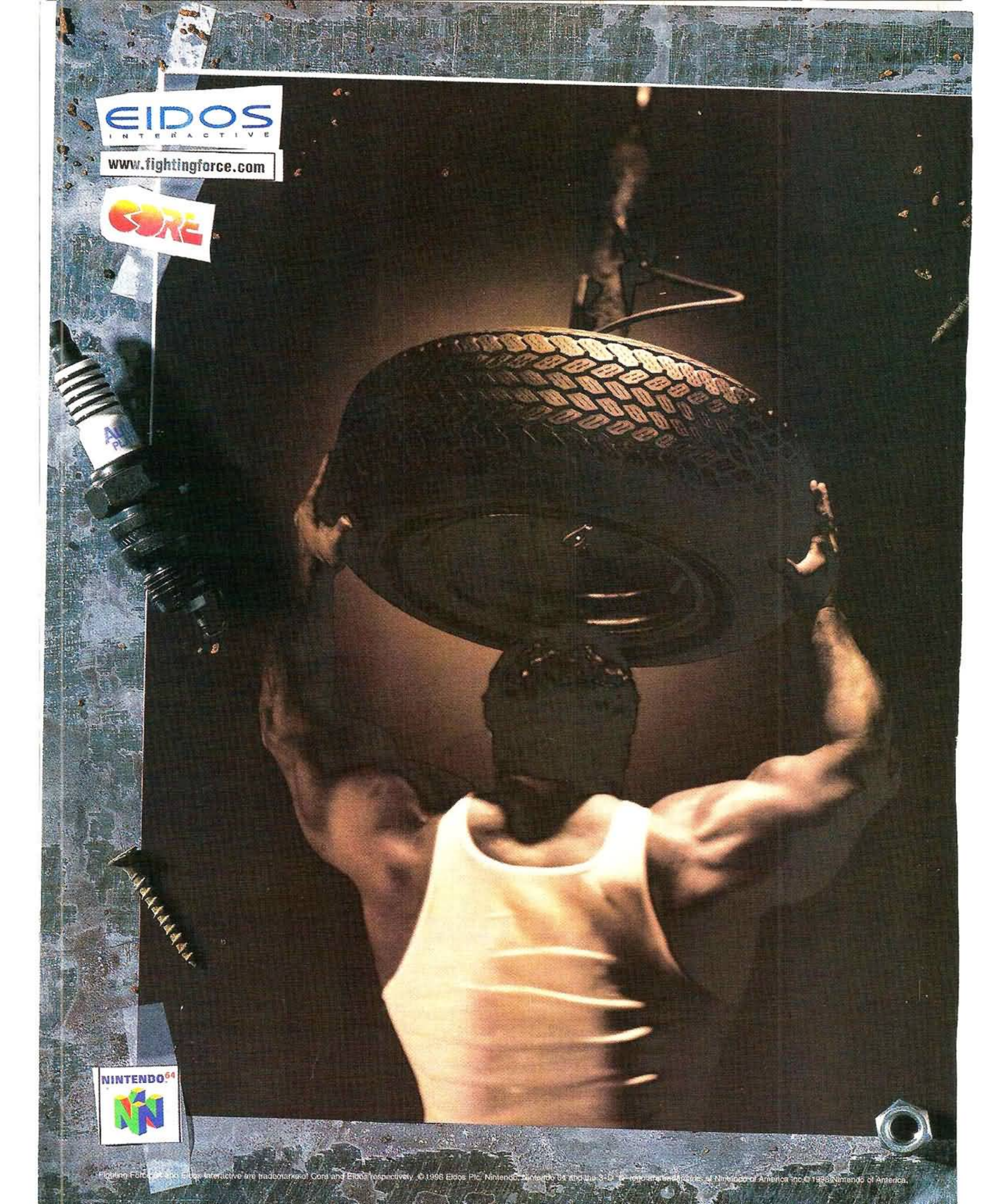


WHO LOVES YA, BABY

Even if you're not old enough to remember the first time flared pants were cool (they were called "bell bottoms" back then, kiddies), we think you'll agree that the '70s theme was a good choice for this game. The tricked-out cars, wacked-out characters and overall funky atmosphere give Vigilante 8 a certain sly hipness that sets it apart from its action brethren and makes for better entertainment than the usual "doom-and-gloom" shooter. Vigilante 8 is about 90% complete as of this writing, so we'll likely have a full strategy review for you soon. In the meantime, keep on truckin'!






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– Ben "Smasher" Jackson

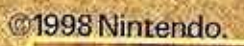
ANY TIRE WILL DO. In fact, almost any object you get hold of will make a weapon to be reckoned with in this urban bedlam.

Where brutal 3-D action and vicious moves wait around every corner, crevice and abandoned pick-up.

So you'd better check your surroundings. And your aim. Because one false move and you may need more spare parts than that tire.



















THE LEGEND OF ZELDA® OCARINA OF TIME™

Trading has been a long-standing tradition in the Zelda games, and Ocarina of Time is no exception. In Link's latest outing, he can trade items as well as sell masks. The hero may be worthy of starring in "The Game of the Century," but to earn the title of salesman or trader of the year, Link will need to slyly single out that one character who's seeking that one particular mask or bartering good.



A new mask will be for sale after you sell the one you've borrowed. As a mask salesperson, model masks for villagers. If you sell every mask, you'll earn the Mask of Truth, a disguise capable of deciphering secret clues.



When Link is a child, you can sell masks to earn the Mask of Truth, and when Link is an adult, you can trade items to earn the Biggoron's Sword, a weapon that has greater power and reach than the Master Sword.

HAPPY MASK SHOP

The Happy Mask Shop, located next to the Hyrule Market steps leading to the Temple of Time, keeps daylight business hours. You can visit the store only when Link is a child and only after you've presented Zelda's letter to the Kakariko guard. Since the shop needs salespeople to hawk its masks, business will be slow. To help things pick up, become a Happy Mask sales rep by borrowing a mask and showing it to villagers.

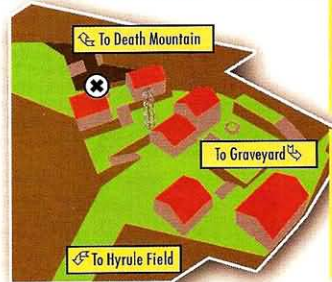


After you've sold a mask, return the money to the shop and keep any profits you've made.

1. KEATON MASK

Sell to the guard at the gate. | Kakariko Village

Once you've shown Zelda's letter to the soldier at the Kakariko Village gate, the guard will tell you about the mask store that has just opened for business in Hyrule Market. He'll also tell you that his son wants a popular mask, the Keaton Mask.



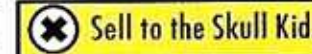


The Keaton Mask is the first mask you can borrow, and it happens to be exactly what the Kakariko guard is looking for.



The much sought-after Keaton Mask sells for 10 rupees, but the Kakariko guard will pay five rupees above asking price.

2. SKULL MASK



Lost Woods

Enter the Lost Woods from Kokiri Forest, then turn left. In the clearing prances a Skull Kid whom you can serenade with Saria's Song—a tune that will help you win the kid's trust and a Piece of Heart. Once you've won them, leave the area, then reenter to present the Skull Mask to the Skull Kid.





After you return the Kakariko guard's money to the Happy Mask shopkeeper, borrow the Skull Mask.



The Skull Kid will underpay, but that's small change compared to the value of the final mask you're closer to earning.

3. SPOOKY MASK

Sell to the boy. | Graveyard

The third mask is perfect for the boy who spends his days playing in the Kakariko Graveyard. Idolizing gravedigger Dampé, the button-cute child falls short from imitating the creepy cemetery groundskeeper. The Spooky Mask will be the Halloween makeover the boy needs.



To Kakariko Village



The villagers will react differently to different masks, and the Spooky Mask will scare up some startling responses.

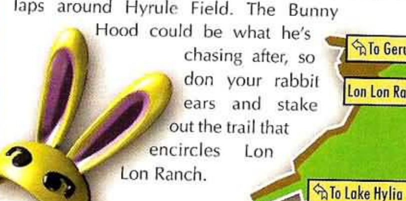


The boy plays in the cemetery only in the daytime, and he'll gladly fork over 30 rupees for the Spooky Mask.

4. BUNNY HOOD

Sell to the jogger. — Hyrule Field

After you've rescued Princess Ruto from Jabu-Jabu's belly, a man will begin running laps around Hyrule Field. The Bunny Hood could be what he's chasing after, so don your rabbit ears and stake out the trail that encircles Lon Lon Ranch.





Wear the hood, speak to villagers, then prick up those rabbit ears to hear clues about your next customer.



Circle the Hyrule Field trail clockwise for a better chance of intercepting the runner who travels counter-clockwise.

5. MASK OF TRUTH

When you give the Happy Mask shopkeeper the money you've earned from selling the Bunny Hood, he'll let you don the prized Mask of Truth. By masquerading in it, you'll be able to communicate with the mysterious Gossip Stones that sport gazes that "pierce into your mind."



The purpose of selling masks is to earn the Mask of Truth, a guise with a gaze that can read secret clues.



The Mask of Truth bears the same markings as the Gossip Stones, and the rocks will reveal hints to those who wear it.



With the Mask of Truth, you'll be able to extract clues from any of the Gossip Stones that dot the Hyrulean landscape.



Each Gossip Stone holds a unique clue. To hear it, approach the stone while wearing the mask, then press the A Button.



GORON MASK

You'll earn the privilege of wearing not only the Mask of Truth, but the Goron, Zora and Gerudo Masks as well. The three masks serve no practical purpose, but those who see you in disguise will treat you with some entertaining reactions. Gorons, for example, will be fooled by the Goron Mask.



If you wear the Goron Mask, Gorons will accept you as their own—so much so, the rock people will worry your pebble-sized frame comes from a poor diet.



ZORA MASK

The aquatic Zoras will suspect something is fishy about your Zora Mask, but many of Hyrule Market's villagers will fall for the disguise hook, line and sinker. Female villagers, in particular, will be taken with your new look, responding with compliments on your fascinating eyes.



While the Gorons will fall for your Goron getup, the Zoras won't be so gullible and will know you're in disguise.

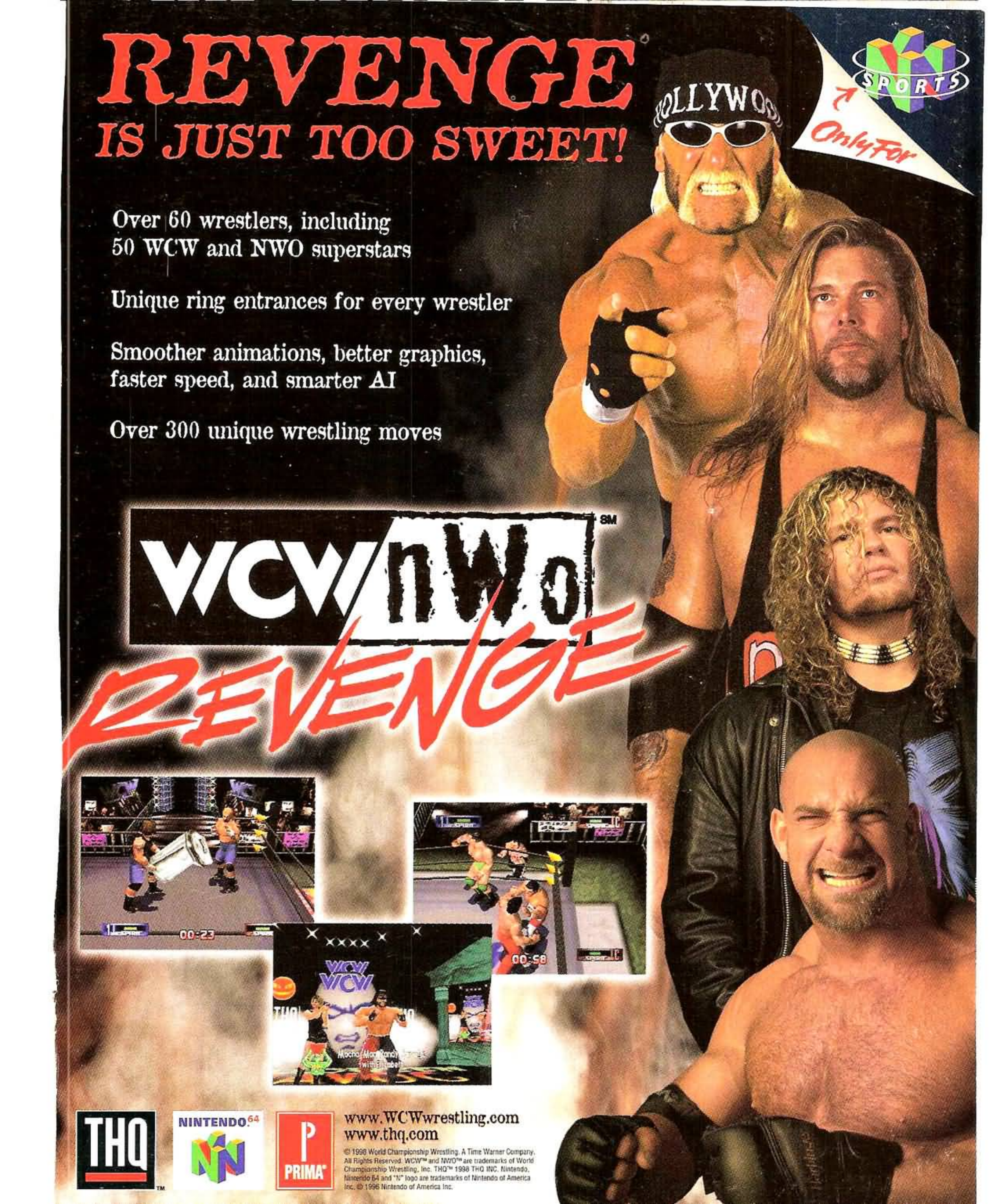


GERUDO MASK

The Gerudos don't have the best reputation in Hyrule, and when you wear the Gerudo Mask to pose as one of the female thieves, you'll frighten many a Hyrule Market shopper. One startled male villager will fear you're his mother, while many of the other men will fancy you in the disguise.



Well-versed in deception and trickery, the Gerudo women will see through your disguise to make it a drag for you to pose as one of the female thieves.


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Smoother animations, better graphics,
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Penny Racers

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Buckle up for fast-paced racing mayhem with THQ's Penny Racers! Bump and blast your way to the finish line on nine wild tracks, then build a Roadster Royale by taking gear from the losers.

Penny Racers is a cross between a racing game and a shoot-'em-up. It's an action-packed game with a twist on realistic racing simulation. The cars are cartoonlike—they cruise off a cliff into the sea, then reappear for more punishment. The races are very close, and explosions from cannons, missiles and mines make the roadway virtual chaos. The best bet for beginners is to race the easiest tracks over and over, to practice driving and gather up equipment.



Play Modes

There are three modes you can choose from in Penny Racers. Race against your friends, challenge the computer or just try to beat your best times.

Race Series

If you want to build a car and try to advance to the higher classes, pick the Race Series Mode. You'll be matched up against five computer-controlled vehicles.

Time Trials

Time Trials Mode is the best place to practice all alone on the track. You're your own competition as you compete against a ghost version of your best time.

MultiPlayer

Multiplayer Mode allows up to four players to race against each other. The screen splits into two or four sections to give players the best view of their cars.

Racers

There are 13 different racers you can choose from, ranging from sports cars to big trucks. The cars look like cartoon versions of ones you see on the road.

SETTINGS



From this menu, select equipment to customize your racer for each track. Each item costs a certain number of points. If you use many points, you will be in violation and won't be able to race.

ENGINE The best engines to use are the stock engines, since they have a high maximum speed and can accelerate well.

BODY You can take extra bodies from your opponents when you win. They won't make your car stronger, though.

TIRES There are four kinds of tires: street, off-road, aqua and snow. Choose the best ones for the road conditions.

BRAKES You'll want good brakes for the dangerous curves, but you probably won't use them very often in this game.

SUSPENSION Setting your suspension is key to winning races, especially on tracks with hairpin turns.

ARMOR Bumpers protect you from the other racers' attacks, while spoilers help keep your car gripped to the road.

EXTRA Some items, like flowerpots, can decorate your car, while others, like air ducts, can give you an edge.

SPECIAL Some of the special items let you blast opponents, while others can protect you or give you a speed burst.

RACE CLASSIFICATION

To advance in classification, you must finish in third place or better on all nine tracks. When you do, you'll earn more points to use on your settings, but competition will be tougher, since your opponents also have better accessories.

C CLASSIFICATION	6 POINTS
B CLASSIFICATION	9 POINTS
A CLASSIFICATION	14 POINTS
AA CLASSIFICATION	∞

TAKE

You'll want to start racing with the Take option. When you finish in third place or better, you'll snag items without giving the loser a thing in return.



SWAP

Once you've mastered the game, try the Swap option for a big challenge. This setting forces the winners to give the losers one accessory in exchange for each item that they take.



SPECIAL UPGRADES

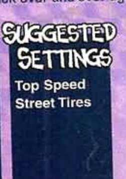
If you see "Special" next to a car on the Swap or Take screen, it has a Special Upgrade. Pick that car and nab the item that is flashing!

COUNTRY



Since it's a smooth road with few surprises, Country is the easiest racetrack of them all. If you want to gather up a load of accessories, play this track over and over again.





SUGGESTED SETTINGS
Top Speed
Street Tires



Instead of steering around the S-curve after the second turn, drive straight and hit the Dash Zone on the bricks for a turbo boost through the tunnel!



On the last corner of the racetrack, there's a Dash Zone in the dirt on the right side of the road. Take this turn very wide in order to hit it.

LAKESIDE



Lakeside is a twisted and rain-soaked racetrack located high above a big body of water. If you're not careful around those nasty curves, you may end up taking an unwanted bath!





SUGGESTED SETTINGS
Top Speed
Aqua Tires
Suspension
Brakes



Watch out for this hairpin turn. If you take it really fast, you'll fly off the track and into the lake.



Most of the Dash Zones on the Lakeside track aren't on the main road but in the grass after big curves. You'll need to stay in control to hit them.

HARBOR



This track blasts through a calm seaside town, across bridges, over ramps and even through a building! Try barrel rolling around the sharp curves by pressing the R Button as you turn.



SUGGESTED SETTINGS
Acceleration
Street Tires
Suspension
Brakes



There's a Dash Zone on the inside of the track around this corner. You'll need to slow down considerably if you want to hit it for a turbo boost.



At the ramp, hit the Dash Zone on the left to rocket into the middle of town. Without plenty of speed, your car will splash into the water below.

MOUNTAIN



A moderately difficult off-road track, Mountain sends you past windmills and over rickety wooden jumps, then through a dark mine shaft. Do your best to avoid those big puddles.



SUGGESTED SETTINGS
Acceleration
Off-road Tires
Suspension
Weight



Boulders bounce down the Mountain, just after the first tunnel. Ignore them, because they aren't hard to avoid, and they won't slow you down much.



A Dash Zone is located in the middle of the road just before the finish line. Slow down around the last bend if you want to take advantage of it.



RUINS



The Ruins racetrack runs through an ancient temple, which is loaded with booby-traps and water hazards. Not only is this track a lot of fun, it's also fairly easy.



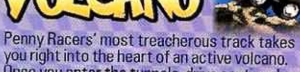
SUGGESTED SETTINGS
Top Speed
Off-road Tires
Suspension
Turbo



Turbo is a good special accessory to select for the Ruins racetrack, because there are lots of straightaways and only a couple of hairpin turns.



There's a shortcut on the last corner. If you steer between the rocks, you can roll right back onto the roadway, barely losing any speed at all.



VOLCANO

Penny Racers' most treacherous track takes you right into the heart of an active volcano. Once you enter the tunnels, drive cautiously because the bridges are real killers!



SUGGESTED SETTINGS
Acceleration
Off-road Tires
Suspension
Brakes
Bumper
Protect



Ignore the sign and veer right at the fork in the road. You'll be able to hit an additional Dash Zone that will carry you over an upcoming jump.



On the first bridge, fiery globs of lava rain down and stop drivers in their tracks. Use the Protect special accessory to shield your racer here.

ALPINE



This track has a short lap and wide curves, but its icy, hazardous road conditions can send you sliding into the snow. There's also a crushing avalanche just before the finish line.





SUGGESTED SETTINGS
Top Speed
Snow Tires
Suspension
Brakes



Slow down and take the ramp on the left side of the road. There's a Dash Zone up there, perfectly angled to blast you through the tunnel below.



Don't pay any attention to the sign at the end of the tunnel. Go left instead for an easy-to-hit Dash Zone that will turbo you around the corner.

Caves



On this racetrack, you speed through ice caves that run through two arctic mountains. After you cross the bridge, watch out for the freezing river that flows next to the road.



SUGGESTED SETTINGS
Acceleration
Snow Tires
Suspension
Weight



The Dash Zones are located on the inside of the Caves racetrack. You'll need to slow down around the slick corners to slide across them.



Since it's easy to fall behind here, a good special accessory is Weight. It slows down all of the other racers, giving you a chance to catch up.

Ice




This is the iciest track of all, probably because it's carved into a massive iceberg! Watch out for the winds on the north side, just before you cruise into the Undersea Tunnel.



SUGGESTED SETTINGS
Acceleration
Snow Tires
Suspension
Brakes



Take the jump from the left side and steer right just before you catch air. If you have enough speed, you'll land perfectly in line with the road.



The Dash Zones are located on the inside of the Ice track, too. If you don't put snow tires on, you will go sliding past them almost every time.

Build Your Own Track

Feeling creative? Penny Racers gives you the option to create a new racetrack from scratch. In the Track Editing Mode, you set a start and a finish point, then link these points with 42 different sections of roadway, including slopes, water hazards and other obstacles. Once you finish a new track, you can go for a spin on it in the Time Trials Mode. You can save up to four new tracks on one Controller Pak.

On-Road / Off-Road

In New Track Mode, you can choose whether you want to build a racetrack out of pavement On-Road or out of rough dirt and gravel Off-Road.




Circuit / Stage Track

Circuit tracks have a single point that serves as the start and finish lines, while Stage tracks begin and end at two different points.





Edit Track

Once you chose the kind of track you want to make, you'll have to build it. You have a blank grid with 24 squares on each side to work with. Each space on the grid can occupy a stretch of road. After you design the track's shape, you can add different obstacles to each section. When including a slope, be sure to adjust the height of the sections next to it, so the track will connect properly.





You can create a track with several different types of terrain, including patches of grass, bumpy roadways and massive puddles.



There's also a wide variety of obstacles you can place on your new racetrack, like trees, light posts and big thorns. You can make courses insanely wicked or just plain wacky!



You can challenge your friends on new tracks in the Vs. Mode. Racing against live opponents is always a good time, especially if you have some serious grudges to settle.

TURN THE PAGE TO READ ABOUT THE PENNY RACER DESIGN CONTEST. WE'RE MAKING A MODEL OF THE WINNING CAR!



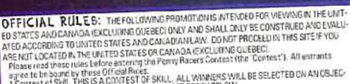
GRAND PRIZE IF YOUR PENNY RACER DESIGN WINS, WE'LL BUILD IT!

SECOND PRIZE

10 WINNERS • THQ'S PENNY RACERS FOR YOUR N64

ENTER TO WIN!

1. PAINT, SKETCH OR PRINT YOUR PENNY RACER DESIGN ON A PIECE OF PAPER AND SEND IT TO THE ADDRESS LISTED BELOW.
2. JUDGES FROM NINTENDO POWER AND BLUE BOX WILL SELECT THE WINNING DESIGNS
3. BLUE BOX WILL BUILD A REAL PENNY RACER MODEL BASED ON THE GRAND PRIZE WINNING DESIGN.











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1. Contest of Skill. THIS IS A CONTEST OF SKILL. ALL WINNERS WILL BE SELECTED ON AN OBJECTIVE BASIS AS DETERMINED BY THE CRITERIA SET FORTH BELOW.

2. Eligibility. No purchase necessary to enter or win. Offer open to residents of the U.S. and Canada (excluding Quebec) only. Directors, officers and employees of Nintendo of America Inc. ("Nintendo"), Blue Box Toys ("Blue Box") and THQ, Inc. ("THQ"), their parent companies, subsidiaries and affiliates, and their immediate families, are not eligible to win. Offer void where prohibited by law. Entries that do not comply with the foregoing requirements and the other provisions of these Official Rules will not be eligible to win a prize.

3. Contest Period. The Contest runs from Jan 20th until March 1st, 1999. To be eligible, entries must be received by Nintendo before 5:00 p.m., Pacific Time, March 1, 1999.

4. Mail-in designs should consist of one image on a single piece of paper. Designed submitted via e-mail should consist of one image file in JPEG or GIF format. All valid entries must be accompanied by an address and telephone number or e-mail address. Nintendo will not be responsible for: (a) late, lost, garbled, misdirected, incomplete, or damaged entries; (b) any Contest disruptions, injuries, losses or damages caused by events beyond the control of Nintendo; or (c) any printing or typographical errors in any materials associated with the Contest. By entering the Contest, you consent to being placed on a mailing list for promotional and other materials.

5. Nintendo Ownership of Entries. All entries and materials submitted to Nintendo in connection with the Contest (collectively, "Entry Materials"), along with all copyright, trademark and other proprietary rights associated therewith, become the property of Nintendo upon submission, and Entry Materials will not be returned to any entrant. Without limiting the generality of the foregoing, you acknowledge that Nintendo will own all rights to use, modify, reproduce, publish, perform, display, distribute, make derivative works of and otherwise commercially and noncommercially exploit the Entry Materials in perpetuity and throughout the universe, in any manner or medium now existing or hereafter developed, without separate compensation to you or any other person or entity. You agree to take, at Nintendo's expense, any further action (including, without limitation, execution of affidavits and other documents) reasonably requested by Nintendo to effect, perfect or confirm Nintendo's ownership rights as set forth above in this paragraph 5.

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7. Selection of Winners. (On or before March 15, 1999, Nintendo will notify the entrant who submits the Entry Materials which an independent judge determines, in his or her sole discretion, to be the most apt, original and interesting, that they are eligible to be awarded the Grand Prize, and the entrant who submits the Entry Materials which are judged to be the second-most apt, original and interesting, that they are eligible to be awarded the second prize. Winners will be notified by (telephone or e-mail) by March 20, 1999. Prizes not claimed by April 15, 1999 or returned as undeliverable will be awarded to entrants who submitted the entry with the next highest score not previously eligible to win a prize.

8. Prizes: The Grand Prize is one Penny Racer model created from the winning design. Only one model will be made and awarded. Approximate retail value of the Grand Prize is $1,000 The top ten runner-up design winners will receive a Penny Racers four-pack of four Penny Racers cars. Approximate retail value of runner-up prizes are $7 each. odds of winning any prize depend on the skill of the entrants and the number of entries received. ALL TAXES ASSOCIATED WITH THE RECEIPT OR USE OF ANY PRIZES ARE THE SOLE RESPONSIBILITY OF THE WINNER. All prizes will be awarded. Prizes are not transferable. No substitutions (including for cash) are permitted, except that Nintendo reserves the right to substitute a prize of equal or greater monetary value for any prize. All prizes won by Minors as defined by the laws of the state or province of residence will be awarded to their parents or legal guardians on their behalf. All prizes will be awarded "AS IS", without warranty of any kind, express or implied.

9. Use of Name, Likeness, etc. As a condition of receiving any prize, each winner (and, if a winner is a Minor, such Winner's parents or legal guardians) may be required to execute an affidavit of eligibility and acceptance of these Official Rules, release of liability and consent to the use of their name, address, likeness and/or prize information, without limitation, for promotional purposes without further payment.

10. Release. BY ENTERING THE CONTEST, YOU (AND, IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS) release Nintendo and its parent company, subsidiaries, affiliates, directors, officers, employees and agencies from any liability whatsoever for any claims, costs, injuries, losses, or damages of any kind (including, without limitation, related to personal injury, death, damage to property, infringement of proprietary rights, rights of publicity or privacy or defamation) arising out of or in connection with: (a) ENTERING THE CONTEST; (B) acceptance of any prize; OR (C) OTHERWISE ARISING OUT OF OR RELATED TO THE CONTEST. IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS FURTHER AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY claims, costs, injuries, losses, or damages DESCRIBED IN THE PRECEDING PARAGRAPH, OR FROM ANY BREACH OF THE REPRESENTATIONS AND WARRANTIES CONTAINED IN PARAGRAPH 6 ABOVE.

11. Contest Information. For a list of winners, send a stamped, self-addressed envelope after April 15, 1999 to Nintendo at the address listed below, Attn: Penny Racers Winners List. For a copy of these Official Rules, send a stamped, self-addressed envelope to Nintendo at the address listed below, Attn: Penny Racers Rules Request. Residents of WA and VT may omit return postage.

12. Miscellaneous. Entrants agree to be bound by these Official Rules and by the decisions of Nintendo, which are final and binding in all respects. Nintendo reserves the right to change these Official Rules at any time, in its sole discretion, and to suspend or cancel the Contest or any entrant's participation in the Contest should viruses, bugs, unauthorized human intervention or other causes beyond Nintendo's control affect the administration, security or proper play of the Contest. Entrants who violate these Official Rules, tamper with the operation of the Contest or engage in any conduct that is detrimental or unfair to Nintendo, the Contest or any other entrant (in each case as determined in Nintendo's sole discretion) are subject to disqualification from entry into the Contest. Nintendo reserves the right to lock out any entrant whose eligibility is in question. If you have any questions about these Official Rules or the Contest, please e-mail them to Nintendo@Nintendo.com or send written questions to Nintendo of America at the address below.

13. Contest Sponsors. The sponsors of the Contest are Nintendo of America Inc., Blue Box Toys and THQ, Inc. Nintendo of America inc., 4820 150th Ave N.E., Redmond, WA 98052, THQ Inc., 5016 N Parkway Calabasas, Suite 100, Calabasas, CA 91302, Blue Box Toys Inc. 200 Fifth Ave., Suite 838, New York, NY 10010

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PENNY RACERS DESIGN CONTEST
P.O. BOX 989765
REDMOND, WA 98052
OR E-MAIL TO: PENNYRACERS@NINTENDO.COM



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When last we left our vampire-hunting heroes, they had reached the haunted villa inside the castle walls. In our continuing coverage, we'll track Reinhardt and Carrie through the hedge maze and underground tunnels until they reach the castle center.

Castlevania®

Part Two

Part Two of our coverage of Konami's Castlevania recaps the essentials of vampire-stalking and leads deeper into the game, to the heart of Dracula's castle. For this second review, we had access to the final game ROM—the exact same game that you'll find in the store. There are several minor changes from the nearly complete version that was used for the January review. The main change is that at the Easy difficulty level, players won't have to collect gold in order to buy items from Renon the demon merchant. You will always have 9999 pieces of gold. The other change is that you will have to collect Red Jewels in order to use special weapons such as the Cross, Knife and Holy Water. Jewels can be found everywhere, though, so you should never run out in a time of need. With the maps from this article and the January article, you should have few problems assaulting Drac's stronghold.

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Reinhardt & Carrie

The two heroes of the game provide very different game experiences. Reinhardt is stronger and easier to use at first, but once Carrie's magic is powered-up, her homing shots make her the more potent character. The other difference is that in some levels, such as in the Tunnel, Carrie takes one route while Reinhardt takes a completely different path.



Reinhardt is the perfect hero for your first trip through Castlevania because of his stamina and the power of his whip attack.





If you start off with Carrie, power-up her magic as quickly as possible. Once you do, you'll be ready to face anything.

Tools of the Trade

The items and weapons Reinhardt and Carrie use in their quest are absolutely vital. In the Easy Mode, you won't have to worry about items—at least the kind that you buy, since you'll have an endless supply of gold. In the Normal Mode, you should pick up every bag of gold. Special weapons work the same way in both modes, but be sure you need a weapon before you pick it up.

Special Weapons



The Cross is the most useful weapon in most areas because of its long range, powerful hits and ability to hit multiple targets.

Items to Find or Buy



Red Jewel



Save Point



Gold Bags



Roast Chicken



Roast Beef

Key

Sun Card

Moon Card

Purifying Crystal



Power-up

Cure Ampoule

Healing Kit

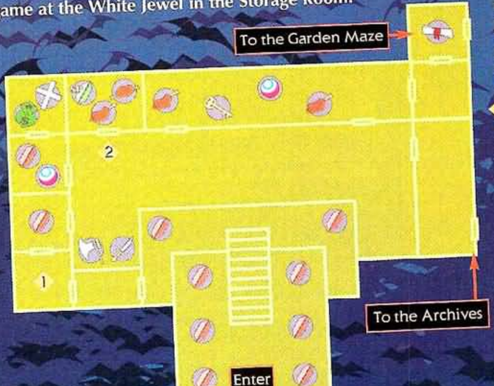


Contract

You must collect Red Jewels and Power-ups, and the Contract appears in limited locations. Buy or collect other items.

Villa Redux

The Villa isn't particularly difficult or dangerous, but it holds keys, a save point, Renon's Contract for resupplying your hero, and characters who reveal tantalizing pieces of the Castlevania puzzle. Before moving on to the hedge maze, you should fill up your inventory and save the game at the White Jewel in the Storage Room.



1 Speak with Rosa

There is something eerie about a young woman who waters white roses with blood, turning her garden red. Look for Rosa in the dawn hours when she tends her garden.





You must visit Rosa in the garden before Vincent the great vampire hunter will give you the key to the Archives. In the Archives, you'll find the key to the Garden Maze.

2 Last Chance to Save

The White Jewel in the Storage Room is the only place to save the game in the Villa and Garden Maze areas until you reach the entrance to the Vampires' Crypt. Don't forget to save the game with a full inventory.



The dangers of the maze can take a stiff toll. Save your progress in the Storage Room before all the fun begins with Frank and the dogs.

Renon's Contract

In Easy Mode, buy ten units of every item. In the Normal Mode, buy food and Purifying Crystals.

Chicken Leg	5,000
Roast Beef	10,000
Healing Kit	20,000
Purifying Crystal	1,000
Cure Ampoule	200
Sun Card	2,000
Moon Card	2,000

The Archives

Vincent has the key to the Archives, but you must speak to Rosa in the Rose Room before Vincent will give you the key. After your first discussion with Vincent, seek out Rosa, then return to find Vincent and the key. The only critical item in the Archives is the key to the Garden Maze. Several other items are scattered about the room, including the Holy Water, which will be very useful during your journey through the Garden Maze.

1 The Key, the Holy Water and the Garden Maze Key



Vincent will give you the key to the Archives if you've spoken to Rosa.



The Holy Water in the Archives will be useful in the Garden Maze.



The key to the Garden Maze is also in the Archives.

The Garden Maze

Surrounded by high hedges and cut off by locked doors and gates, our heroes must find the one exit from the horrific maze. What makes the garden so terrible is the presence of two rabid dogs and Frankenstein's monster wielding a chain saw. A little boy named Malus is your best hope of escape, since he knows the route out of the maze.

2 Frankenstein Hates Holy Water



If you didn't pick up the Holy Water in the Archives, look for it in the Garden Maze at location number two. You should also have a full supply of Red Jewels.



Throw a vial of Holy Water at Frankenstein to cool off the pursuit. You won't be able to destroy the evil creation, but you can stop it for a time.

3 Meet Malus and Soak the Hounds



The little boy in the maze pleads for help, then he tells you a tale of unbelievable horror and suffering caused by Dracula. But as it turns out, Malus will end up helping you escape from the maze.



After you hear the tale of Malus, the hounds appear on cue. You can douse them with Holy Water or use a weapon. Although you can slow them down, you can never defeat them entirely.

4 Follow Malus's Lead through the Maze






Once the hounds appear, follow Malus as closely as you can along the track indicated on the map. When Frank or the hounds close in, use Holy Water or a weapon.

5 Meet up with Malus, Get the Copper Key and Save






At the end of the maze, you'll find Malus and send him off to safety. The Copper Key lies farther down the long grassy passage. Save your progress in the Villa before continuing.

Malus's Path

Copper Door

Enter

Vampires

6 Back in the Villa

Stock up on Renon's items if necessary, then save the game back in the Storage Room. After that, you must brave the Garden Maze again.

Legend

DOOR

LOCKED DOOR

GATE

STONE ARCH

BRIDGE

STAIRS

7 Open the Copper Door and Go to the Crypt Entrance

Open the Copper Door using the Copper Key, then go back up the waterway to the bridge. On the bridge, you should be able to see a small courtyard with a White Jewel amidst the Garden Maze. That is the entrance to the Crypt.

8 Two Hungry Vampires

In the Crypt, take all the items from the torches along the sidewalls first, then approach the coffin. As you do so, a vampire will appear and challenge you. If the vampire bites you, your Health Meter will change color, indicating that your blood is polluted. Take a Purifying dose, then continue attacking. After you've defeated the first vampire, a female vampire will come to life and attack using bats. If you defeat her, you'll move on to the Tunnels.



Use any weapon and stay out of reach of the vampires. They aren't strong unless they recover energy with your blood.



The second vampire commands bats to attack, but she closes in for a bite, as well. She's no stronger than her mate.



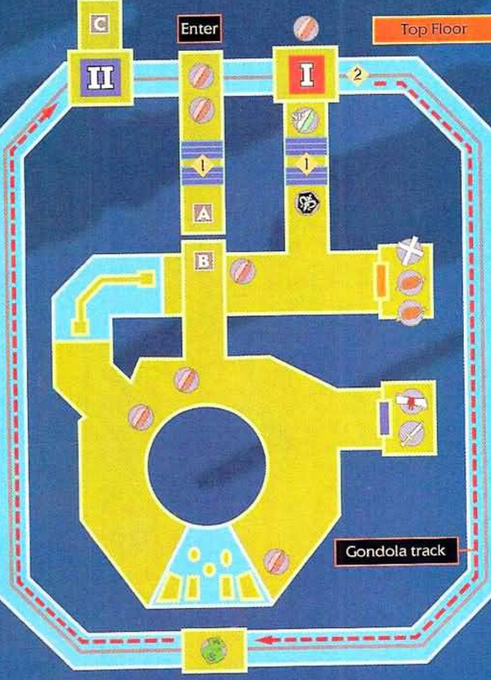
Once you've defeated the vampire pair, approach the coffin. The bottom will open up, revealing a hidden passage to the Tunnels.

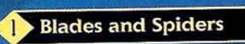
Reinhardt's Tunnel

Reinhardt's tumble into the underground leaves him in a series of tunnels broken by a rushing river of poison and inhabited by strange half-women, half-spider creatures that drop on silk lines from the ceiling. The journey is less dangerous than terrifying, but there are treasures to be found if you make a careful search of every dark corner.

Elevator Movement between Floors

A Top to Middle B Middle to Top C Top to Bottom





1 Blades and Spiders



One of the greatest dangers is the razor blades. Wait until both blades fall, then jump over them before they begin to move.



The second menace comes in the form of the spider-women that live in the tunnels. Keep moving and use the whip to escape them.

2 All Aboard



While riding the gondola lifts, watch out for gondola brackets that can knock you off your platform.

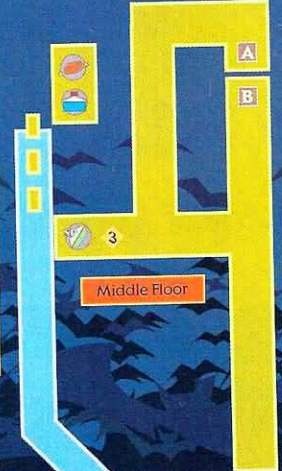


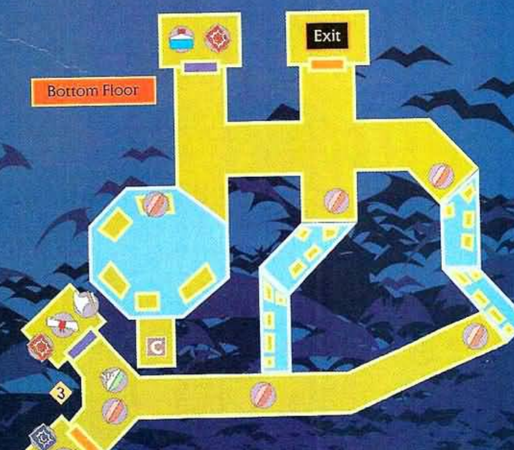
The second leg of the journey on the blue gondola has even more dangers, such as ghosts and bone dragon heads.

3 Exploration!



The tunnels are filled with treasure. The first passage to the right leads to a treasure room. Farther on, look for Sun and Moon doors. One will be an exit, but the others contain valuable items.





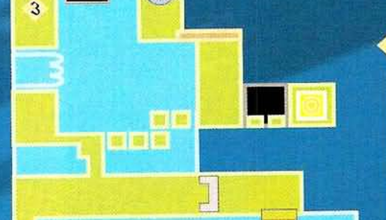


Carrie's Waterway

When Carrie jumps into the coffin, she finds herself in The Waterway—an area filled with lizard-like Trogs and waterfalls activated by switches. The Trogs constantly try to push intruders into the poisonous water, which is so toxic that one touch will end your mission.

Legend

DOOR
MOON DOOR
SUN DOOR
LEDGE
FALLING FLOOR
WATER SWITCH
POISON WATER
WATERFALL
VOID
2ND FLOOR
STAIRS
2nd Floor
1st Floor



1 Trogs and Switches



The Trogs shoot fire or poison, but Carrie's magic shots are more powerful still. The greatest danger is from being knocked into the water.



Defeat the three Trogs, then step on the floor switch to stop the waterfall and allow passage to the rest of the Waterway.

2 Slide Under the Wall



Run toward the gap in the wall and push the Z Button to slide through the opening.



Food and a Moon Card are hidden in the torches beyond the chasms in the floor.

3 The Final Door



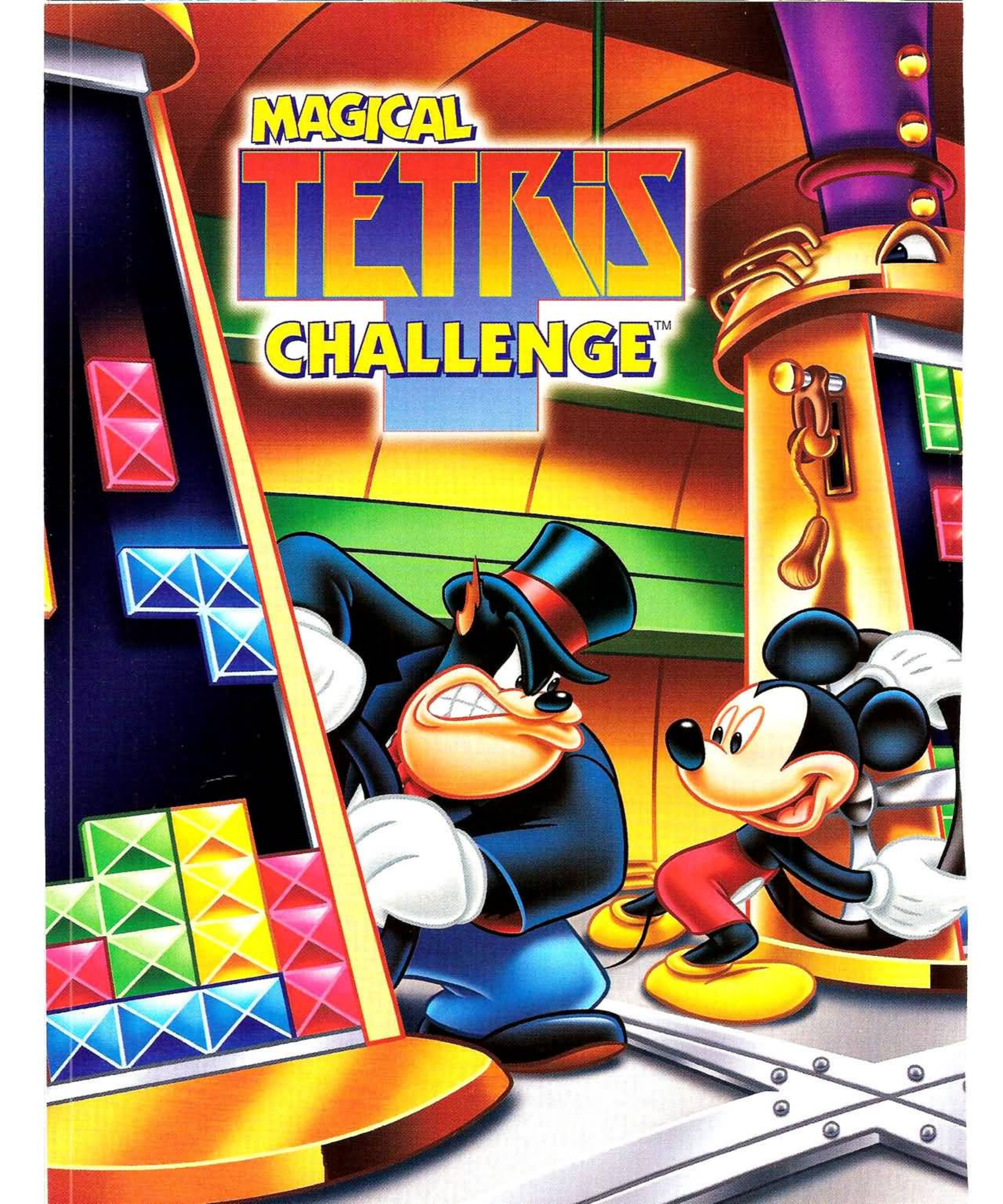


The Day Door will open only in daylight, but to reach it you must step on the switch beyond the spiked panels that rise and fall.

Breaching the Castle

For both Reinhardt and Carrie, their underground passages lead to Castle Center and the heart of evil. When Carrie steps beyond the Day Door, she meets Actrise the witch, while Reinhardt meets Rosa for the second time. Next month in Power, our heroes will meet Dracula himself.




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EVERYONE
CONTENT RATED BY ESRB

Thanks to Atlus and Racdym, the Kids are tearin' up the slopes again this winter, and they've brought along a new friend and some new surprises. If you didn't pick up the original Snowboard Kids, that's all the more reason to give this slick sequel a try.

Snowboard Kids 2™

©1998 Atlus

Snowboard Kids 2 looks and feels a lot like the original, but that's a good thing, especially when you have great 3-D graphics, imaginative game play and high-speed snowboarding thrills all in one tidy package. The fanciful settings and silly weapons are also back, both in the one-player Story Mode and the multiplayer Battle Mode. In both modes, you can pick up coins on the track or perform tricks to earn cash. You can then use the money to buy weapons and items during the race. Besides the normal snowboard runs, you'll also find three boss challenges, three skill tests and three hidden characters.

Slash

Slash is not as agile as some of the other boarders, but he is fast and does tricks well, making him a good all-around choice for beginners.



Shop 'til You Drop





The game refers to them as "shops," but they look like presents. Run over the red ones to buy weapons or the blue ones to buy items. Each item or weapon costs 100 coins, and what you receive is determined randomly.

A Slick Ride



Completing the Story Mode opens the more difficult Expert Mode. In Expert Mode, you can earn boards with special powers.

You'll also take home some money at the end of each race. The best prizes are, of course, for first place, but you may win something even if you come in last. You can then use the money to buy new snowboards, which are essential for the later races. There are Speed Boards, Balance Boards and Trick Boards. The Kids all have different skills, and you can mix and match them with different boards to suit your racing style.

Tearing Up the Slopes

Sunny Mountain

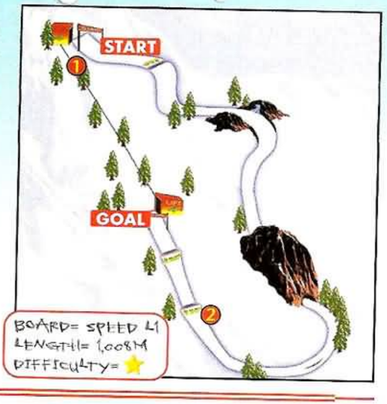
This may be the first race in the game, but don't expect your fellow shredders to go easy on you. In fact, you may as well be wearing a bull's-eye on your back, especially if you're in the lead. If you see an exclamation point flash above your head, an opponent is shooting something at you.



When the race begins, press A to hop forward and start shredding. For a rocket boost, press B just as the announcer shouts, "Go!"



You can perform tricks to earn cash for weapons and items.



Turtle Island

The seaweed slopes of Turtle Island offer a bit more challenge than Sunny Mountain. The track is narrow in spots, and you'll see more twists and turns than before, but you can still run flat-out most of the time. Remember that you can dodge or even reflect enemy fire by performing a trick.



Just after the waterfall, veer off to the left of this jagged peak. There's a half-hidden shortcut here, complete with coins and weapons.



You'll find this coral forest near the bottom of the run. Hitting a stalk will slow you down.



Jingle Town

There's always a holiday atmosphere in Jingle Town, but you won't be merry if you take the lower route located halfway through the course. What looks like an alternate path is really a trap for unsuspecting boarders. The real fork in the road appears to your left just after the beginning of the section paved with bricks.

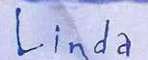


You'll find lots of obstacles here, including Christmas trees and pink bunnies.



Be warned that there aren't many weapons or items on the lower half of the course.





Like Slash, Linda needs to work on her turns, but she's very good at doing tricks, and she's one of the fastest riders in the game.



Jingle All the Way



You'll find the first batch of bombs on your left just after the race begins. Don't save your items during this race. If you have 'em, use 'em!

The object is to bomb your frosty foe 10 times before he reaches the finish line. Don't fire too fast, or you'll waste multiple bombs on a single hit. If you pause between shots, you'll score another hit just as the snowman is recovering from the last one.



Don't tailgate, or the big guy will tag you with one of those mini-snowmen he shoots out.





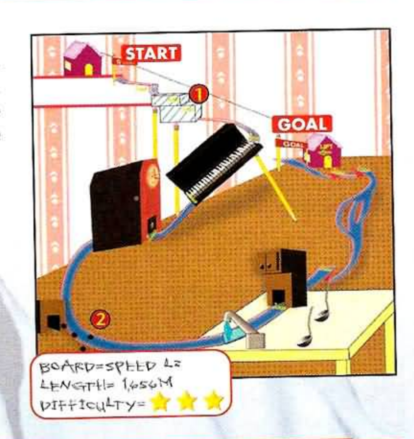
You're off the bunny slope now, bucko! You should spring for a new board before you tackle this run, preferably the level-2 Speed Board. The gap right before the piano is a great place to hit your foes with frying pans; if they miss the jump, they'll lose even more time than usual. Just remember that what you do unto others, they'll likely do unto you!



If you're a tricky type, use the three jumps right after the starting line to perform a few stunts and collect some much-needed cash.



The track splits in the tunnel just past some tumbling boulders. Move back to the middle path as soon as you can.





Jam is another good all-around boarder, but performing tricks is his best skill. Nancy is Jam's biggest rival on the slopes.



There are several huge jumps here, and once again, you should hit your foes just before they reach them or just as they're taking off. The "shortcut" in the castle is more trouble than it's worth, but when you reach the garden, take the path to the left of the fountain for a faster lap.



Don't bother going for a weapon if it means hitting a sheep. You'll stop cold, and few power-ups would be worth the time lost.





Crazy Jungle

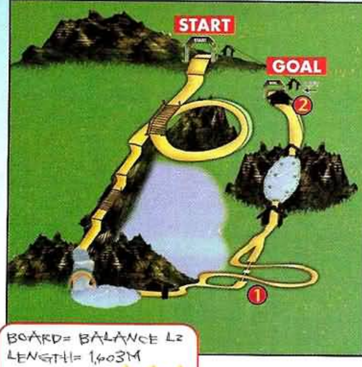
The Crazy Jungle course will put your shredding skills to the test, to say the least. The waterfall will only slow you down, so jump as far as you can off the top of it. If you're daring, take the right fork about halfway through the course. You can cut a huge chunk of time off your lap with this route, but you must cross two gaps by sliding along two very thin rails. If you just touch a rail, you'll glide along it automatically. If you miss the mark, you'll tumble to the track below and likely end up facing the wrong direction.



If you're not so steady on your feet, you might be better off taking the longer, less risky route.



You won't be the only one dropping bombs in the tunnel. The carved face will spit them right at you.



Egging You On

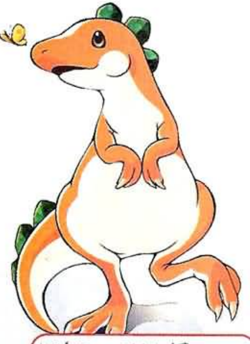
In this drag(on) race, you must reach the finish line before your scaly foe. It will lay eggs in its path, making your job even tougher than usual. If you're not ahead of it by the halfway point, you probably won't catch up, so you may as well start over.



You may do better if you stick with items that boost your speed, rather than items that will slow down the dragon.



Keep in mind that bombs won't lock on target unless you can see your opponent on screen.



BOARD= SPEED L3
LENGTH= 1,603M
DIFFICULTY=

Starlight Highway

Look for a shortcut through a hole on the right side of the first tunnel. When you reach the jump that takes you back to the main track, don't do any tricks, or you may fly too far and hit the opposite wall. At the river, it's better to steer around the curves than to take to the air.



Run over the lighted turbo pads for a burst of rocket-powered speed. Blast off!



Nancy

Nancy is one of the slowest Kids, but she's also one of the best at performing tricks. She's never short on cash to buy weapons and items.





This course will be enough to turn your hair white! If you can manage another "rail" shortcut, then take the left fork in the first tunnel. There are two gaps very close together, so you'll have to shift to the left very quickly to hit the second rail. We posted our best times with an all-around rider on a level-3 Speed Board.



These free-floating phantasms have the same effect as the ghost items. If you touch one, you'll slow down temporarily.



As you approach this tunnel, swerve to avoid the jack-o'-lantern's ice bombs.





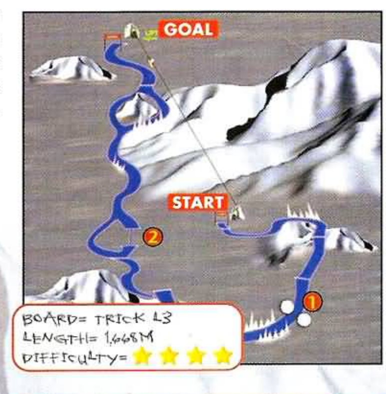
The Ice Land run is all about managing your time and weapons well. Even if you build up a healthy lead, it's difficult to keep it. This course is so long, your opponents will almost always be able to catch up. Once again, speed or maneuverability alone won't win. Experiment with different rider/board combos to suit your style.

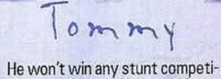


There are dangers (like monster snowballs) around every corner, and you'll need all your skill and cunning to win.



Using the rail shortcut is essential on the Ice Land course.





He won't win any stunt competitions, but if speed is your thing, Tommy is your Kid. He's by far the fastest boarder in the game.

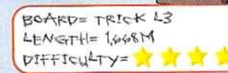


Cold Comfort

Damien will go to any lengths to prove that he's the best boarder there is. His robotic tank uses the same tactics as the snowman you fought earlier, but it is much more aggressive and much more accurate. It will fire both bombs and ice cubes at you as you try to blast it into oblivion.



You must bomb the robot 10 times before it reaches the finish line. The faster the exclamation point flashes, the closer you are to being hit.



Tests of Skill

Trick Game

Between serious competitions, you can play three skill games in the village. In the Trick Game, the goal is to earn 300 coins and reach the finish line before the timer runs out. Just blaze through the pipes areas and concentrate on pulling off some big combos on the ramps and jumps.



You can do tricks in the pipes, but you really should focus on the big jumps.



BOARD= TRICK L3
LENGTH= 899M
DIFFICULTY= ★★★

Shoot Cross

This seems the toughest test of all. In this game, you must shoot newspapers into the mailboxes along the race course. You'll have 30 papers, and you must fill all 20 boxes. After you soar off the rocket ramps, head straight for the trees. Jump through them to reach Damien's mailbox.



Accuracy is more important here than speed. We recommend the Balance Board for this test.



BOARD= BALANCE L2
LENGTH= 1,420M
DIFFICULTY= ★★★

Speed Cross

In the Speed Cross, you must race against the clock to reach school before the bell rings at 8:30. The clock says that you have five minutes, but the seconds tick away awfully fast. Be warned that if you use something other than a speed-boosting item, the effect will backfire on you!



Using the shortcut to Damien's house can shave a few precious seconds off your time.



BOARD= SPEED L3
LENGTH= 1,420M
DIFFICULTY= ★★★



Hidden Characters

As you progress in the game, you can unlock these three secret shredders. To access your coach, Mr. Penguin, defeat him in the training session. To activate your sometime rival Damien, you must complete the entire Story Mode. To unlock kindly Mr. Dog, you must complete the Shoot Cross skill test.



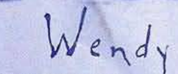
Mr. Penguin is a very strict teacher, but he's also the best there is at performing complex stunts.



Damien is your rival for most of the game, but you can bring him over to your side eventually.



Mr. Dog is not just a great artist, he's also a great boarder. He'll come in handy in Expert Mode.



Wendy

Wendy is the new Kid on the block, and besides being a computer whiz, she's also very good at stunts and tricks.



G.A.T. Gamer's Aptitude Test

Name: Markie Burke

You have 15 minutes to complete this section. When you are finished, put down your pencil and proceed to your nearest Game Boy Color retailer.

1) What's green, likes to climb walls, watches too much TV and can't wait to gobble up flies?
a. your little brother
b. your evil babv sitter
c. your favorite gecko hero, GEX™

2) As secret MIB™ agent 'J,' you want to:
a. neuralyze your math teacher
b. get off this stinking planet
c. protect planet Earth from the scum of the universe

3) When lost in the jungles of South America, what does Pitfall Harry Jr.™ do?
a. He cries and asks for mommy
b. He would get out his cell phone, G
c. He grabs his pickaxe and saves the Moku people from the Evil Scourge

4) Which of these titles are NOW AVAILABLE on the GAME BOY COLOR?
- [ ] a) Men in Black: The Series
- [ ] b) GEX: Enter the Gecko
- [ ] c) Pitfall: Beyond the Jungle™
- [ ] d) ALL OF THE ABOVE!!

STOP

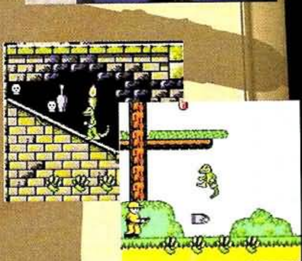
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SPECIAL IN-GAME FEATURES THAT ARE AVAILABLE ONLY ON THE GAME BOY COLOR INCLUDE EXTRA ANIMATIONS.











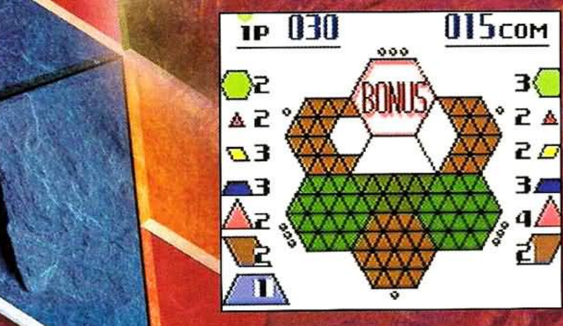
HEXCITE™

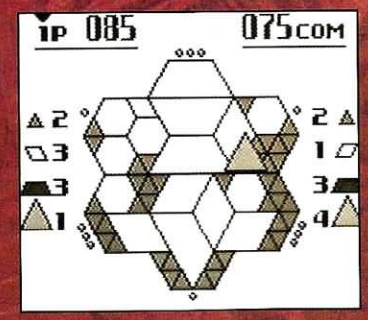
THE SHAPES OF VICTORY

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This month we have a challenging new puzzler from Ubi Soft that shines on Game Boy Color. Your goal is to score more points than your opponent and to reveal a hexagon. Sound easy? Don't be fooled—Hexcite requires plenty of brain power.





Hexcite is designed for two players. You can play against a friend or challenge the computer, mano-a-machine. Either way, your objective is the same: score more point than your opponent. To do this, move assorted puzzle pieces (assigned to you at random) into available spaces. The larger pieces are harder to get rid of later in the game, and you should play them early and often. They also provide the shortest route to a completed hexagon. But be careful, because you could find yourself handing a bonus to the other player! Take time to study all the factors before placing your piece, and always think ahead.

FOUR MODES OF CHALLENGE



There are four modes of game play: One-Player, Two-Player, Linked Game and Level Game. Each mode offers essentially the same game but with different challenges. In One-Player Mode, you battle the computer. In Two-Player and Link Game, you face a friend. Choose the Level Games to build up your skill level.

TWO-PLAYER GAME

Want to play a friend? No problem! You can link up two Game Boys with a Game Link Cable, which will require two copies of the game. Or you can use a Super Game Boy to duke it out on a Super NES.

Super Game Boy

With a Super Game Boy adapter, you and a friend can play Hexcite on a Super NES. Not only do you get big screen action, but it will be in four colors instead of in black and white.

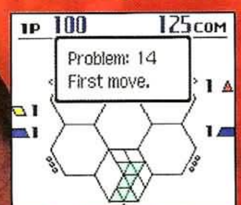
Linked Game

To compete on separate Game Boys, connect the Game Link Cable to both systems. Insert the Pak and power-up both Game Boys. Be sure to select "2P Mode," then choose your settings. Let the games begin.

PRACTICE MODE

Hexcite's Practice Mode offers an excellent way to build strategy while learning game basics, such as maneuvering pieces and plotting out your future moves. You'll be glad you practiced for the harder levels.

Puzzling Scenarios

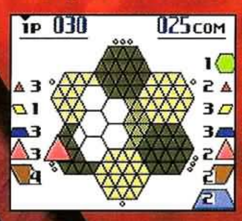


In Practice Mode, you get one piece of the puzzle at a time. When you place it correctly, the computer will praise you and give you a new piece to place. Give a wrong answer, and you'll have to start over. The computer does give hints, though.

ONE-PLAYER GAME

You can design your opponent in this level by setting the computer's skill level, time limits and the "alternate" option, which lets you take turns. This is a great mode for developing your strategy.

Simple But Challenging



Strategy plays an integral role in Hexcite. So much so that you should begin setting up future moves with each piece you place. Avoid working exclusively with one hexagon. Work on adjoining ones to give yourself more options.

LEVEL GAME

In Level Game Mode, you can raise your status by winning consecutive games. You must win three games in levels C5-C1, four games in B5-B1, five games in A5-A1 and seven games at the Master level.

Check Your Stats

Load ◁ File-1 ▷
Level: C4 1OR
3W 7L 0D
Experience: 18
Highest Pt: 270
Max Diff.: 130

To save your game in a particular class, go to the menu by pressing the Select Button during the game. Choose "Save" and exit the level. Your game will be saved in your current class, which ranges from C through Master.

HEXCITE FEATURES

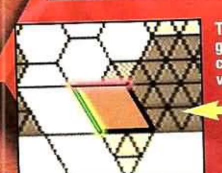


Hexcite uses several colorful, geometric shapes, each with its own moves. The number of shapes you have to work with is assigned at random, which means the game is never the same. Occasionally, the game will offer you extra pieces. Choose carefully.

MOVING AND SCORING

Over time, you will be able to spot all the possible moves on the board. Until then, you can move your piece around the board and watch for the telltale glow. Try to create new moves for yourself with every piece.

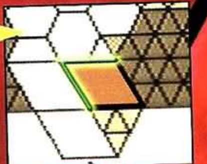
Legal and Illegal Moves



This move is only partly legal. The section that glows green is OK, because it touches the side completely. The red area, however, is incomplete, which means you cannot make this move right now.

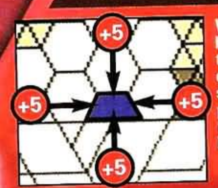
NO

YES



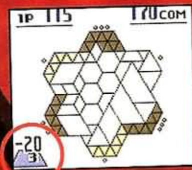
This is the same move but with a slight change: other pieces now completely cover the top area, which makes this move legal. Take out the piece and claim your rightful point reward.

Five Points per Side



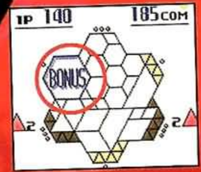
When trying to decide how to move, consider the point potential. You'll earn five points for every side that touches an already played space. Once you drop the piece, it's placed, so think before you choose your moves.

Lose Points for Leftovers



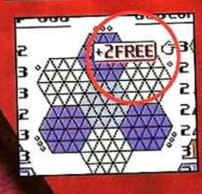
Each round ends when one player runs out of pieces. The computer automatically deducts points from the loser's score for each piece left cover. Each side is worth five points. In this case, each four-sided piece will cost 20 points.

Bonus Points



When you remove the last piece of an outer hexagon, you'll earn a bonus of between 10 and 30 points. You get 10 points for each dot lining the hexagon. Unfortunately, there is no bonus given for the middle hexagon—it's too easy to fill.

Luck of the Draw

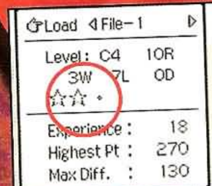


The computer dishes out the playing pieces before each round begins. Occasionally, you'll luck out and get either two or four free pieces. You can choose the free pieces you receive and take different shapes or choose several of the same kind.

SKILL LEVELS

Your ability to beat the computer multiple times determines your skill level. You start at level C5 and move up each time you defeat your virtual opponent three times in a row. Your ultimate goal is to make Master Class.

Achieve Master Level



The stars shown here represent the number of consecutive games this player has won. You need three stars to advance to the harder levels, or you can move up by winning 75 percent of your games. You must play at least 10 times before this becomes an option.

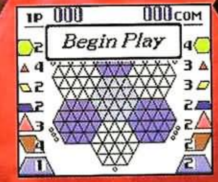
INSTANT REPLAY



Hexcite's replay option can save up to 30 rounds of action for replay. Once 30 games are saved, Hexcite will automatically begin overwriting existing files. To protect a game, use the No Overwrite option. You can't save Practice rounds.

STRATEGIES

There are many factors to consider when developing a strategy, including when and how to play pieces and how your opponent is likely to respond to your moves. To win, plan your moves early and often.

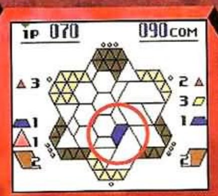


Check Your Stock of Pieces

Before your first move, take stock of your pieces. Reviewing your entire arsenal will help you decide which pieces to play early in the game.

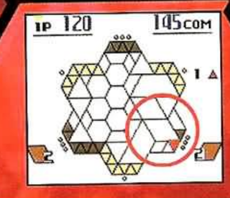
Get Rid of Large Pieces First

It is imperative that you unload your largest pieces early in the round, because space on the board will run out. There is plenty of space in the first few moves, though.



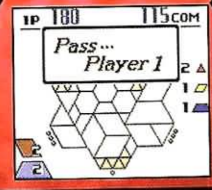
Try To Get the Most Sides

Before placing a piece, look around the screen. The best placement positions are the ones that touch several sides. Remember, you earn five points for each side touching the piece.



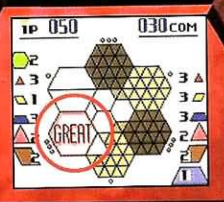
Don't Give Away a Bonus

Don't help your opponent! Leave the next-to-last piece in a hexagon for the other player to fill in, then fill in the last piece and claim the bonus points for yourself.



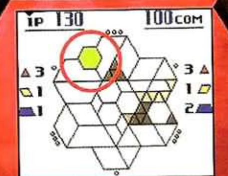
Pass and Play

You can't pass a turn voluntarily in Hexcite, but the computer will give you a pass if there is no available move. No turn means no points! Try to avoid this situation whenever possible.



Go for the 30-Point Bonus

If possible, try to be the player who fills in the hexagons with three dots outside of them. By completing one of these, you will earn the game's best bonus: 30 points.



Use Up Your Hexagons

Hexagons may not be the smallest pieces in the game, but they are the most dangerous. A leftover hexagon will cost you 30 points if you lose. Be sure you place all of them before it's too late.

PIECING IT TOGETHER

Hexcite is a challenging puzzle game that will appeal not just to all you Tetris fans out there but to most puzzle game aficionados. Although it may seem a little basic at the beginning of the game, it really takes off and becomes more like a complex, geometric chess game that will require all of your brain power to conquer. If only math class could be this fun!

Turok 2

Millions of years ago, dinosaurs ruled the Earth. Now they're back, and they want to rule again. The only one who possesses the power and knowledge to stop these overgrown lizards is Turok, a legendary dinosaur hunter from the past.

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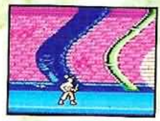
In Turok 2: Seeds of Evil, another member of the Fireseed family is summoned to help fight the slithering forces of evil. As his predecessor was before him, Joshua Fireseed is called on to assume the role of Turok in this game. He answers the call and fearlessly begins his mission to rid the Lost Land of predatory dinosaurs.



Your goal for Level One is to live long enough to morph into Turok, the courageous hunter. Your survival depends on fleet feet and avoiding enemies on the street.

OBJECTIVES:
1. **Pick up the Light Burden**
2. **Defeat all of the hidden Dinosoids**
3. **Enter the Lost Land**





You can't buy the Light Burden, but you will find it near a store. Grab it to become Turok the hunter.



As Turok, you can tell who's human and who has dinosaur DNA. Press the Select button to activate your special vision.



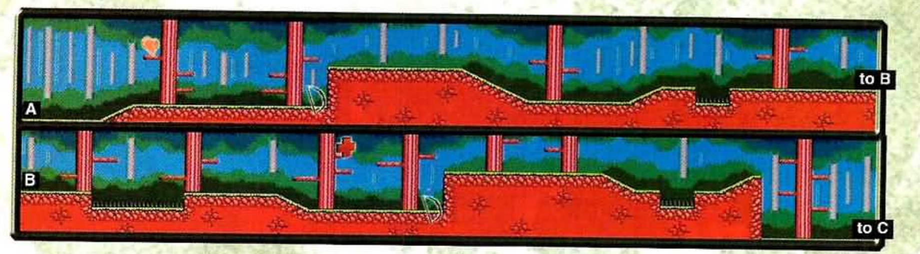
It's time to clean up the earth! Dispatch every Dinosoid you see. The last one will explain your mission to you and open a door.

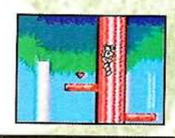
Level two

Welcome to the Lost Land. Here, you will meet a sympathetic raptor and some rather unsympathetic big bosses. Keep an eye out for the bow—it's in this level.

OBJECTIVES:

1. Pick up the bow
2. Enter the gate to area C
3. Enter the gate to area D
4. Enter the gate to area E
5. Hit the switch
6. Enter the gate to area F
7. Ride the raptor
8. Fight the tricerotops





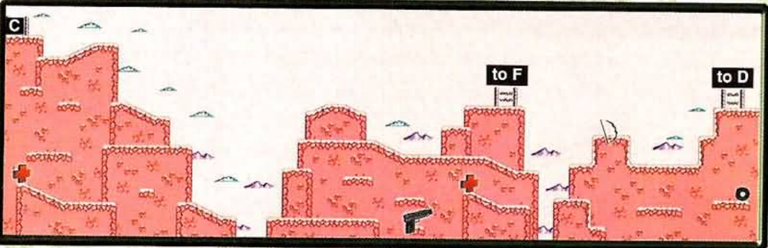
It may not be the fountain of youth, but it'll have to do. Carefully jump up to the platform and pick up the heart to score an extra life for Turok.



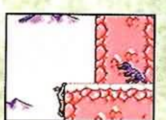
A careless dinosaur must have dropped this bow and arrow set while it was foraging for its next meal in the Lost Land. Pick them up.



When you find the Folding Eye, take a look. It will teleport you to an extra level.





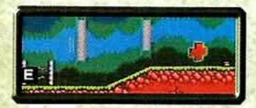


Practice your leap-and-grab technique in this area. Whatever you do, don't look down.



Weapon upgrades are essential to the success of Turok's mission. When you're on the edge, press to hang off, then drop to the level below to get the pistol.





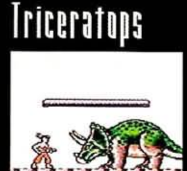


Hit the switch in area E to open the gate to area F. You'll have to go back to area C to enter the gate.



Not all dinosaurs pose threats. A raptor is here to help you escape. Hang on tightly and time your jumps wisely because you can't move backward.

Triceratops



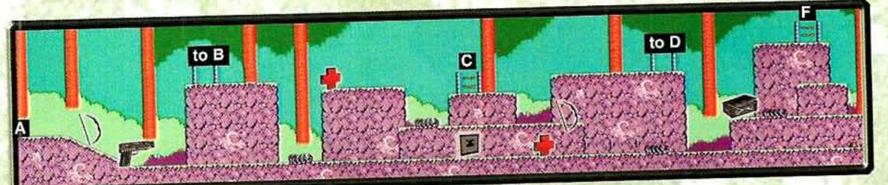
This foe is no herbivore. Use the pistol to shoot the triceratops in the head. To avoid its charges, jump on the moving platform. With a few head shots, you should be able to take the triceratops by its horns.

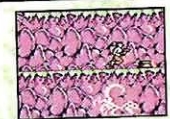
Level three

The Lost Land is huge and has varied topography. Prepare yourself to traverse all kinds of terrain, including one area that requires you to do some canoeing.

OBJECTIVES:

1. Hit the switch
2. Enter the gate to area B
3. Hit the switch
4. Enter the gate to area C
5. Enter the gate to area D
6. Pick up the Shotgun & Minigun
7. Hit the switch
8. Enter gate to area F
9. Enter gate to area G
10. Ride the canoe



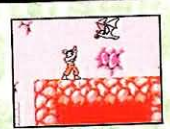


Step on the switch to open the gate to area B, your link to the first of many gated areas that stand between you and victory over your dinosaur enemies.



Watch that last step—it's farther than it looks. The jumps will be getting a little longer in this level. Time your leaps carefully.

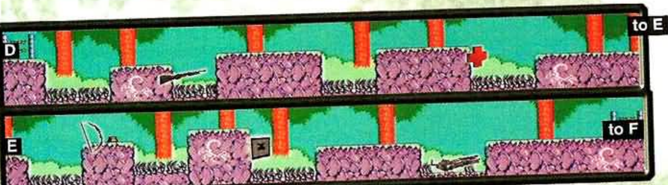


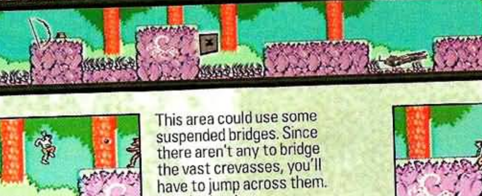


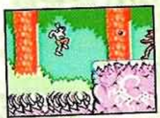
If the jumps don't provide enough challenge, try taking on the bats overhead. Actually, they give you a chance to get in a little target practice.



What's that sound coming from the next area? Trigger the switch on the floor to open the gate to area D.







This area could use some suspended bridges. Since there aren't any to bridge the vast crevasses, you'll have to jump across them. Take it slowly.



You'll need to rely on your upper-body strength here. The only way to reach the spoils below is by hanging over the cliff's edge. Just don't let go!



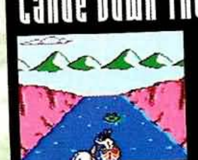


The dinosaurs dispersed their minions all over, even into the deep blue sea. Your shooting weapons are useless underwater, so keep your knife handy.

Legend

- Bow and Arrows
- Health
- Armor
- Pistol
- Ammo
- Shotgun
- Shells
- Minigun





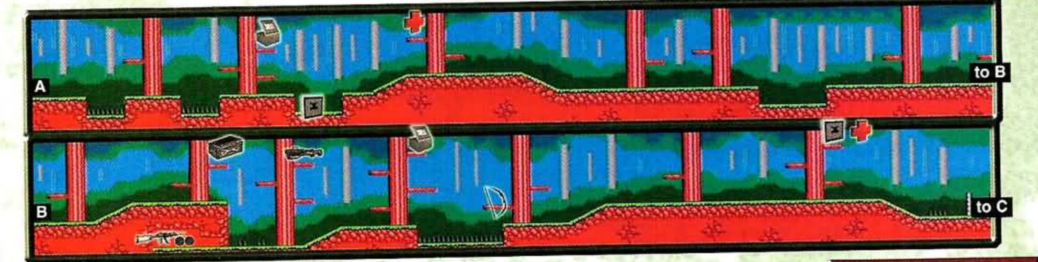
A canoe! It's a good thing, because the dino-sharks would quickly turn you into fish food if you tried swimming. Shoot the alligators and avoid for the rocks in the water.

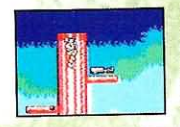


The good news is that you can look forward to some assistance from a pterodactyl on this level. The bad news is that the other dinos still want earth back.

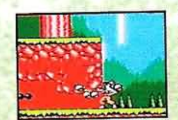
OBJECTIVES:

1. Pick up the Fusion Gun
2. Enter the gate to area C
3. Enter the gate to area F
4. Hit the switch
5. Return and enter the gate to area G
6. Hit the switch
7. Return and enter the gate to area H
8. Hit the switch
9. Return and exit to the Giant Worm





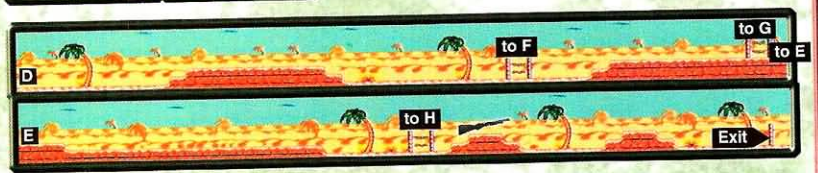
There is no substitute for the mighty Grenade Launcher. Don't waste its ammo on smaller enemies, though. You'll need grenades later in the level.



Reserve the Grenade Launcher for special circumstances, like this wall. Blow it up, then retrieve the buried items after the smoke settles.



Meet up with an unlikely ally, a pterodactyl willing to be your new mode of transportation. Stay on the move to avoid fire. You have unlimited ammo, so keep shootingto knock out enemies in the air.







Fight these airborne enemies with your gun or your bow and arrow. Shoot up at them before they swoop down at you. You can duck under their attacks to avoid taking damage.

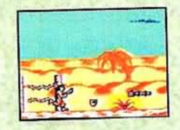


The gates look electrified, but they're actually harmless. To activate the switch for the last area, you must flip the switches in the previous areas.









Your hard work and endurance have finally paid off. There are many items hidden in these areas. Stock up on health boosts while looking for switches.

The Giant Worm



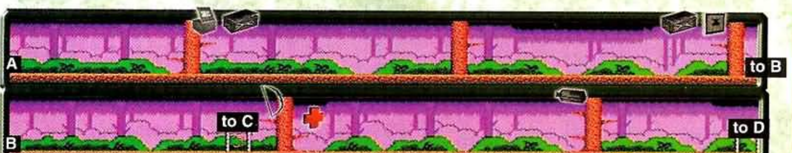
The Giant Worm will pull you toward its sharp teeth. Run fast and study the pattern in which the rocks come toward you, because they'll slow you down. Finding the pattern will help you save your hide.



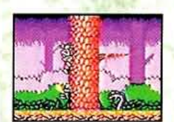
The Amaranthine Base will route you through a maze of switches and doors. Trade your Grenade Launcher for the Particle Accelerator and the Rocket Launcher.

OBJECTIVES:

1. **Enter the gate to area C**
2. **Get the Fusion cannon and Particle Accelerator**
3. **Hit the switch**
4. **Return and enter the gate to area D**
5. **Find your way through the Amaranthine Base to the raptor**



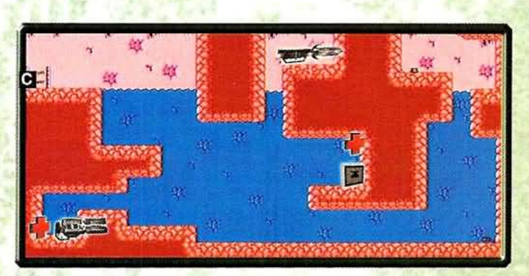




You can't outrun or stop wasps and bullets, but you can avoid taking damage from both by jumping up. Be sure to shoot the snakes, though.

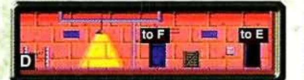


Some wasps distract you on one side while another group sneaks up behind you. Quickly turn and shoot in both directions to leave the ambush behind.

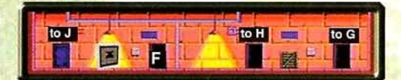




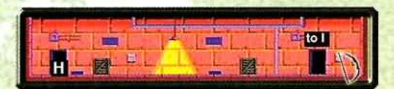
Pick up the new weapons and hit the switch that opens the area D gate. Trigger it cautiously, though. You never know what evil lurks in the next area.















The Amaranthine Base is a labyrinth of doors and switches. Follow these directions to navigate your way through. You'll have to open every door and throw every switch.







Raptor of the Solidarity Order





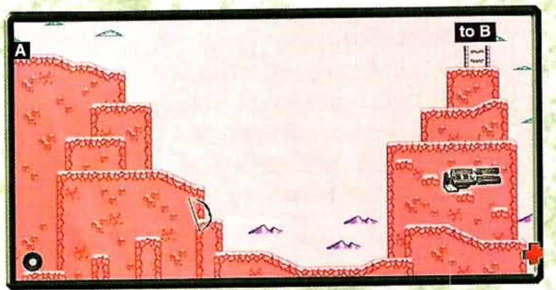
The velociraptor returns to give you some help. Hitch a ride to your next destination, and this time, watch out for enemies on the ground and obstacles in your path.



You won't find new weapons to use here, but you'll have to tap into your developed arsenal to make it past a vicious pteradon and through the end of the level.

OBJECTIVES:

1. Enter the gate to area B
2. Jump the platforms to the gate to area C
3. Hit the switch
4. Enter the gate to area D
5. Walk down the road
6. Exit area E and defeat the pteradon



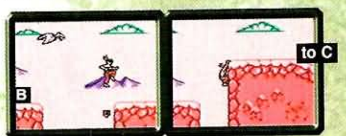


Some monsters are smaller than you are. You won't have to shoot down at these less threatening enemies if you use the shotgun or the minigun.

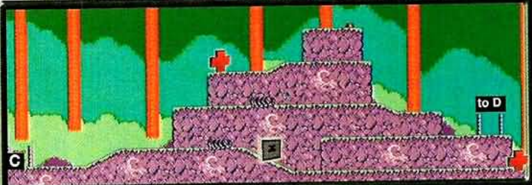
Folding Eye

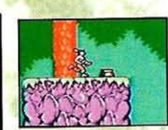


For a break from the ongoing action, visit the Folding Eye. It will transport you to an extra level.



Look before you leap—especially now. There are many long jumps here, and you will miss them if you don't time them perfectly. Use caution!





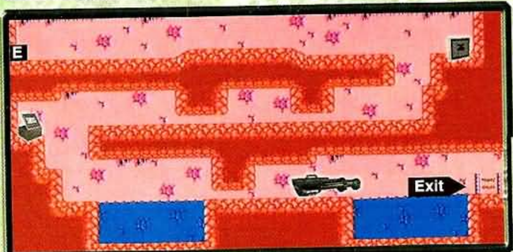
To find the switch that opens the gate to area D, you'll have to endure one long and winding road.

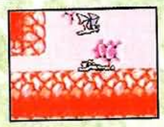


Use your pistol ammo wisely and watch for health and ammo on the road. Throw the switch for area D and see what awaits you in the next area.

Legend

- Bow and Arrows
- Health
- Armor
- Shells
- Grenade Launcher
- Rocket Launcher
- Fusion Cannon





You don't have time to fight all of the attacking bats right now, so just avoid them. Crawling on your belly should do the trick.



Pteradon

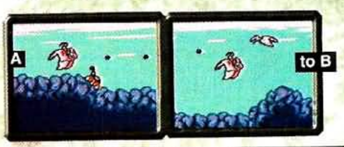


When you face the pteradon, use the Grenade Launcher and try to time your attacks so they hit its head. There is no safe place to hide but do your best to avoid the fireballs.

Level seven

You'll need to use the instincts of a hunter to find the multiple hidden treasures in this level. The bounty you reap will see you through your final battle.

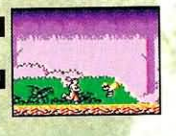
OBJECTIVES:
1. Ride the pterodactyl to area B
2. Enter the gate to area D
3. Pick up the Fusion Cannon and Particle Accelerator
4. Enter the gate to area E
6. Enter the gate to area F
7. Crawl through to the exit



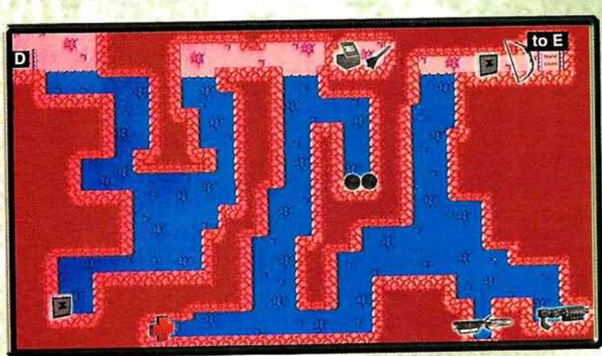
The pterodactyl appears again here to help you out by giving you a lift. Hop on its back for a quick ride to your next destination and avoid the enemies in the air.

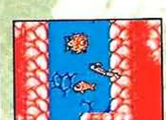






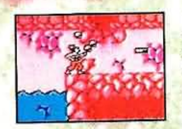
Watch out for low-flying wasps. You can take them out, but you can also just avoid them altogether by jumping over them.



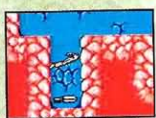


The water would be lovely if it weren't for those life-sucking fish. Avoid them when their spikes are showing. Otherwise, they're harmless.

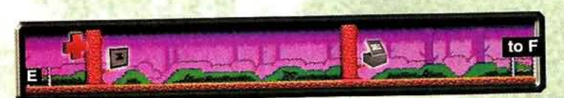




There's only one way to get through a wall: grab the Grenade Launcher and do the job right. When it's safe, enter and retrieve your prize.



Some heavier artillery would make things much easier. Work your way down to pick up the big guns. You'll have plenty of chances to use them.

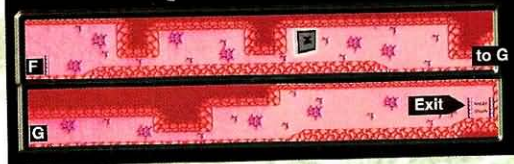




The wasps you saw earlier are back, and they're angrier than ever. Avoid them at all costs.

Crawl Through the Cave





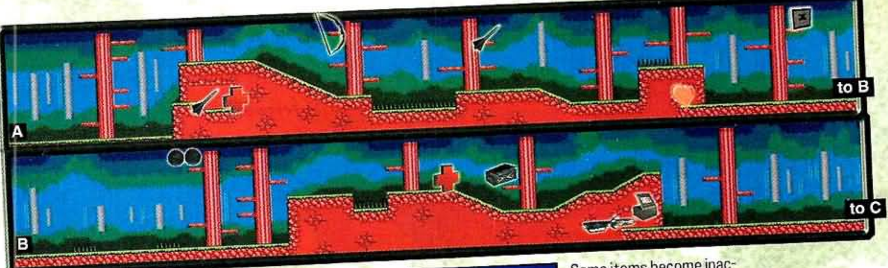


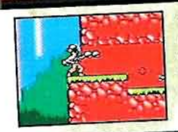
Bats return. You've had to fight much worse than these little flying pests, but they will take a little work. Use a weapon you can jump and fire with, like the shotgun.



The final challenge awaits. Be sure you're well-armed before going very far into this level, and find all the weapons nearby.

OBJECTIVES:
1. Enter the gate to area C
2. Jump across to the gate to area D
3. Navigate the Amaranthine Base to reach the gate to area E
4. Defeat Pur-lin



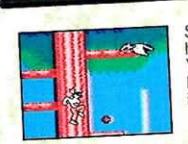


You have just enough time to get in a little more weapons practice. Look for the spots on the wall, use your grenades on the wall, then watch it fall.

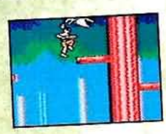


Some items become inaccessible from the ground after you leave the tree. Be sure to search the trees carefully before you climb down.





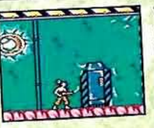
Some spots require you to hang on to ledges, however. You'll have to walk off this ledge to reach the bonus item.



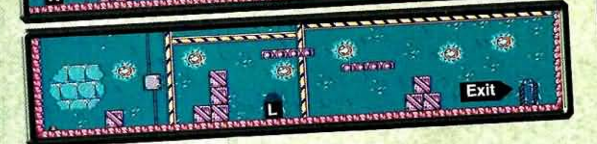
There are many long jumps between you and the next ledge. You have to make it across in order to enter area D. What do you do? Time your jumps carefully!







You'll have to retrace your steps in some areas to find the switches that open the remaining doors.



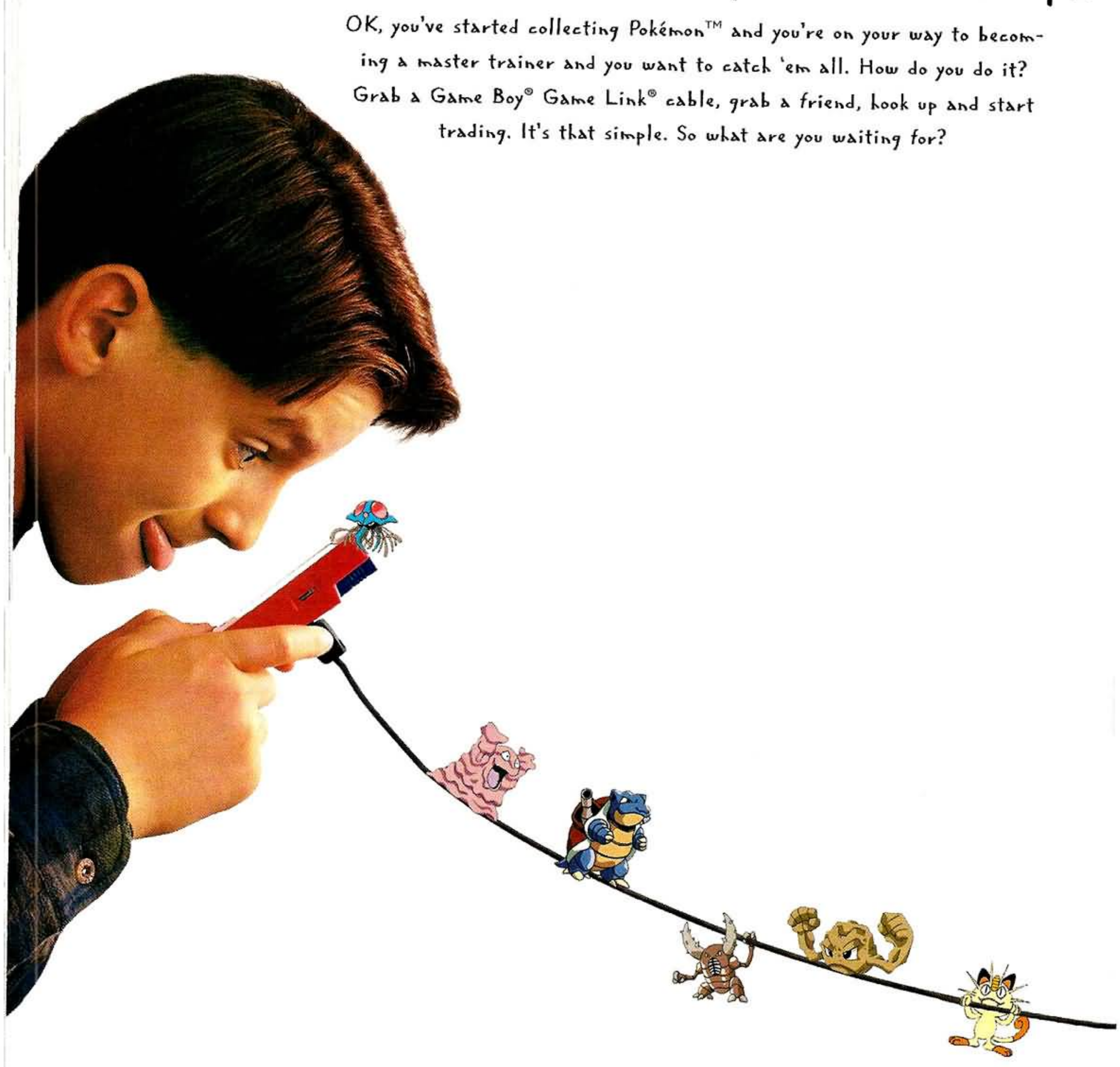
Pur-lin



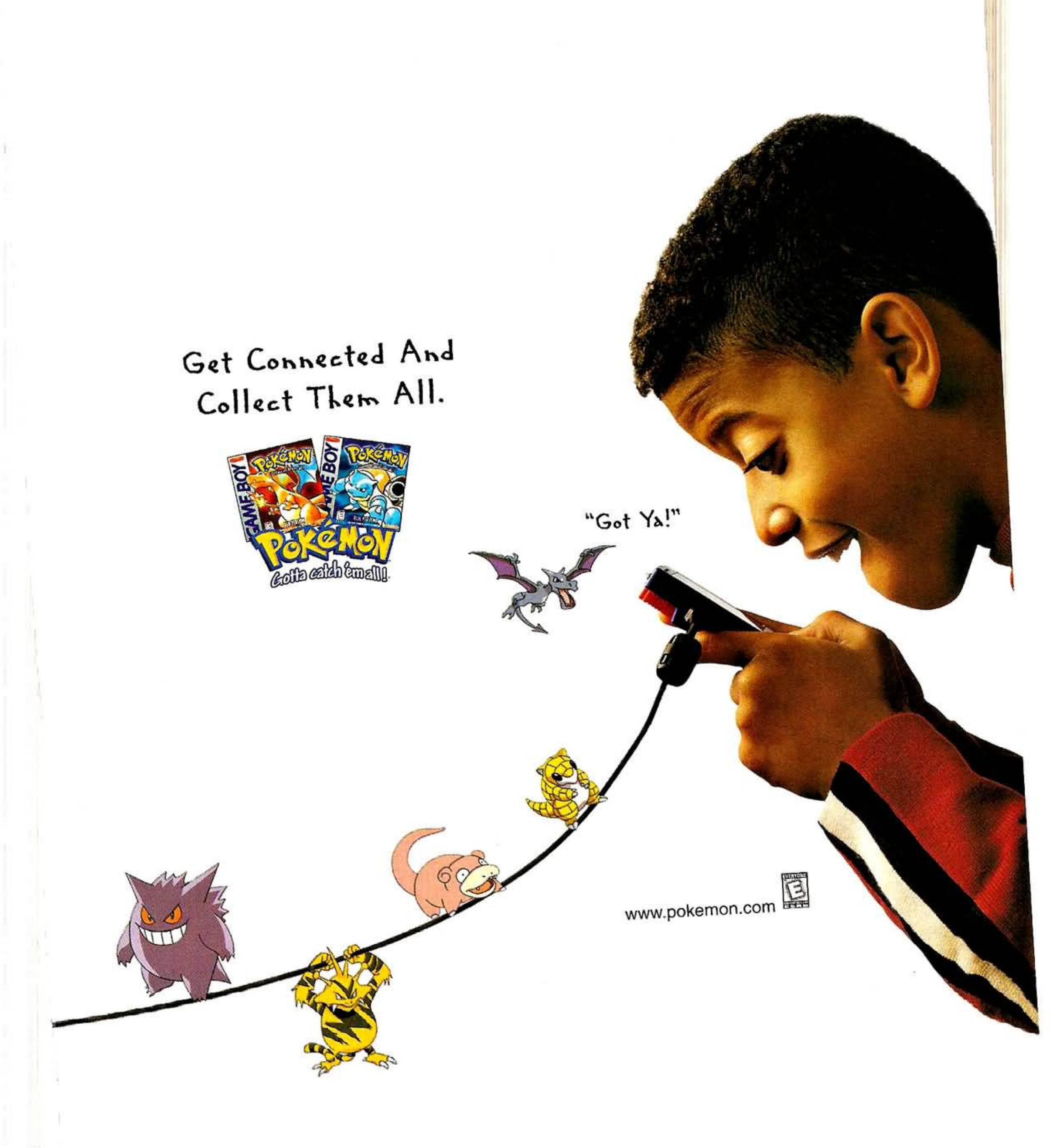
At the beginning of your battle with the king of the Lost Land, grab the Fusion Gun and use it to shoot Pur-lin in the head. Dodge the beast's punches and the rocks that fall after the ground shakes.

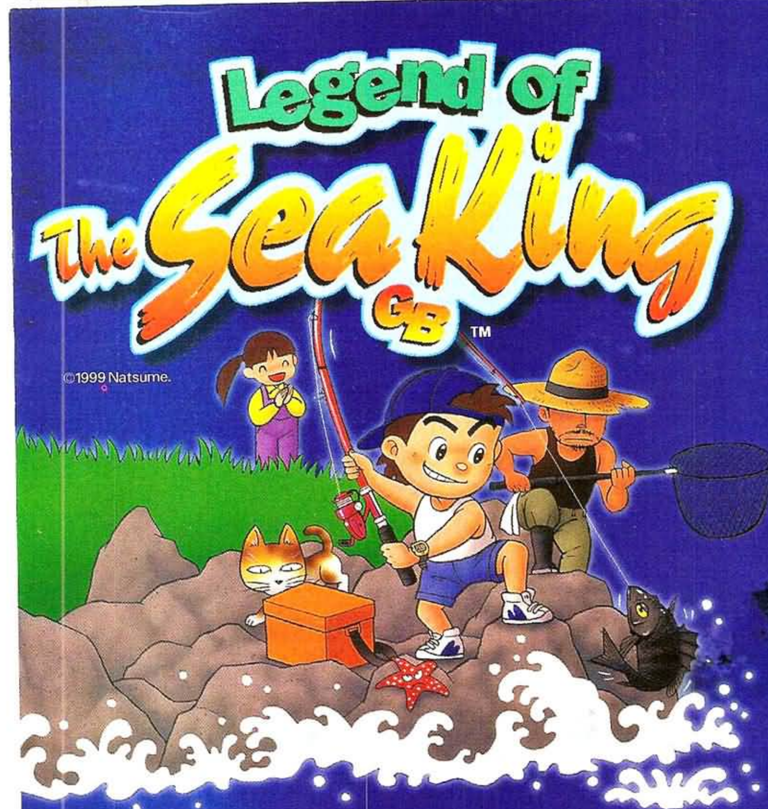
And To Think Some People Collect Stamps.

OK, you've started collecting Pokémon™ and you're on your way to becoming a master trainer and you want to catch 'em all. How do you do it? Grab a Game Boy® Game Link® cable, grab a friend, hook up and start trading. It's that simple. So what are you waiting for?



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Game Boy, Games and Link cable sold separately.


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POKéMON
GAME BOY
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FOLLOWING IN THE WAKE OF THE FISHIEST GAME BOY TITLE OF 1998, LEGEND OF THE RIVER KING GB, NATSUME HAS A NEW ANGLING RPG THAT'S HEADED OUT TO SEA. LEGEND OF THE SEA KING IS A SALTY VERSION OF THE ORIGINAL, FEATURING BOATS, TROLLING AND AN ELABORATE VIRTUAL AQUARIUM.

Go Fish!

Fishing is an adventure filled with danger, intrigue, romance and a great prize lurking somewhere out there in the briny blue. In your home village, the legend of an enormous fish called the Sea King has inspired fishermen for generations. But you'll have to earn your chance to catch the king of fish by gaining experience and lots of high-priced tackle. Once you've helped enough people and caught enough fish, you'll get your shot.

Fish and Chips

If catching fish doesn't provide enough nail-biting excitement for you, how about watching fish grow and transform into new species? Of course, in the wild, this process would take millions of years. But now, thanks to the silicon chip and Game Boy, you can witness and control fish evolution in mere hours in Sea King's virtual aquarium mode. You can even trade fish with another player via the Game Link Cable.



Briny Secrets of the Deep

TACKLE THE PROBLEM

Unless you're skilled at catching fish with your bare hands, you'll need to invest in fishing tackle including rods, lures, bait and extra equipment such as a net and some chum. Most of these items are pretty pricey in the villages, but some can be obtained from characters for doing them favors.

CASTING ROD & REEL



Your first rod is the Casting Rod and Reel, which you don't have to buy. As your experience increases, so, too, will the distance that you can cast bait. You'll also be able to cast farther using the Big Sinker.

LURE ROD



To use spoons, spinners and other lures for casting, the Lure Rod is the best equipment money can buy. Experiment with lures by moving them different ways to attract fish.

BOAT ROD



This rod lets you set your depth with great precision, but you can't use it for casting. Our Power anglers found that a depth of between 15 and 30 meters is usually best for most species of fish.

TROLLING ROD

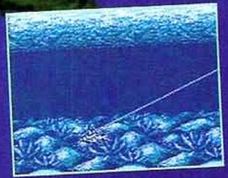


Trolling is the most energy-intensive form of fishing, so you'll want to have a big stock of food on board when you head out to sea. Conserve energy by letting the boat drift through schools of fish on the current.

HOOKED ON FISHONICS

Fishing techniques vary with your choice of tackle, but some other considerations also come into play. If fish continually get off the hook, chances are that you're using the wrong hook size for that type of fish. Also, if fish nose the lure, causing the bell to sound, it usually means that they won't take that kind of bait.

BAIT FISHING



Each species has particular tastes when it comes to bait. Use the chart on page 92 to see which bait will attract which species of fish.

LURES & FLIES





Lures and flies are visible so that you can manipulate them to attract fish. Tap repeatedly on the B Button to reel in the line just a little bit at a time. Fish are drawn to lures and flies that are descending, but not to lures that are below them.

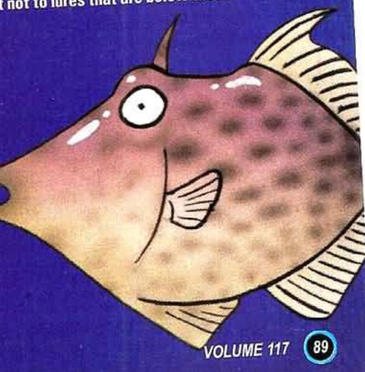
FOOD FOR THOUGHT

A growing fisherman needs plenty of energy for casting lures, rowing the canoe and fighting off voracious sea cucumbers. Stock up in the equipment shop with a variety of food. It's most efficient to fill your inventory with a mix of foods.

FILL YER BELLY



Snack on oranges or rice balls if you need to recover a small amount of energy and entire lunches if your energy is severely depleted. Sis provides lunch if you're broke.



SHORE AT NIGHT



FISH KEY

A: Sea Bass
B: Blowfish
C: Goby
D: Opaleye
E: Parrot Fish
F: Scarid
G: Rockfish
H: Black Sea Bream
I: Fat Greenling
J: Black Rockfish
K: Young Yellowtail
L: Spotted Parrot Fish
M: Sardine
N: Horse Mackerel
O: Silver Whiting
P: Starry Flounder
Q: Wrasse
R: Squilla
S: Mackerel
T: Halfbeak
U: Female Flathead
V: Male Flathead
W: Sea Bream
X: Conger Eel
Y: Halibut

The locations of each species of fish during the night hours appear on each map. Daytime locations are shown on maps that come in the game manual.

The Beach & Shore

The adventure begins in your hometown along the beach and shore. You must prove your skills as a fisherman to your father and others in the area. Look for the best deals for selling your fish and talk to all the people.

A CANOE OF YOUR OWN



Give a Silver Whiting to the canoemaker, then defeat the crow that is tormenting the man on the path. That man will give you the plank that the canoe-maker needs.

ARE YOU FLOUNDERING?



This fisherman has been recording fish in his log, and he needs a flounder to complete the records. Give him a flounder and he'll give you the Boat Rod.

THE REWARD OF PATIENCE



Visit the old man on the little island three times. The third time you talk to him, he'll give you the magic watch that turns night to day and day to night.

WHEN SEA CUCUMBERS ATTACK!



Sea King presents dramatic, real-life footage of sea creatures attacking innocent fishermen! Watch as the humans fight back with their bare fists and gain valuable experience.

COAST AT NIGHT

The Coast

The long trip to the Coast will sap your strength, but when you arrive, you'll find many opportunities for making money and gaining better tackle through a trading sequence. You'll also learn about the special whistle that attracts the Sea King, although you won't get it until later.

FISH KEY

A: Midsize Yellowtail
B: Spanish Mackerel
C: Skate
D: Tilefish
E: Octopus
F: Blue Runner
G: Cuttlefish
H: Filefish
I: Lion Fish
J: Adult Parrot Fish
K: Adult Spotted Parrot Fish
L: Grunt
M: Kanpachi
N: Calif. Yellowtail
O: Hiragi
P: Horned Shark

THE ANCIENT MARINER



After hearing the tale of the mariner, return to the village at night and give the dolphin doll to the ghost. You'll receive an old coin, then you can get the 14 ft. Lure Rod.

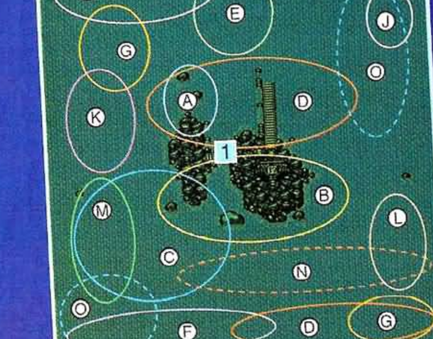
OCEAN AT NIGHT

The Ocean

Finally, you'll reach the open sea where the legendary Sea King lives. Sail south to the two oceanic islands and learn more secrets of the Sea King. Whenever a character promises to tell you something or give you something in exchange for a fish, concentrate on fulfilling that request. The uppermost fisherman on the eastern island wants a huge Bonito. Catch him the fish, then take the coin to the lower fisherman for the Thief's Whistle.

FISH KEY

A: Balloonfish
B: Alfonsino
C: Moray Eel
D: Red Sea Bream
E: Alaskan Pollack
F: Bluefin Tuna
G: Bonito
H: Tuna
I: Yellowfin Tuna
J: Spearfish
K: Sailfish
L: Sand Fish
M: Crevalle Jack
N: Dorado
O: Yellowtail



THE SEA KING

The mighty fish lives north-northeast of the Ocean islands. Use a Large Hook, the Trolling Rod or the Big Boat Rod baited with Mackerel, the S-minnow lure or Crank Bait.

WELCOME TO PARADISE



The southern islands are alive with fishing lore and tales of the great Sea King. You'll have to catch a prize Alfonsino and some Horned Sharks to get the best information from the locals.

Catch 56 Species of Fish

Each of the 56 types of fish will strike the lures, flies and bait shown on the chart. Knowing what the fish eat is as important as knowing where to find them. Always use the proper hook size.

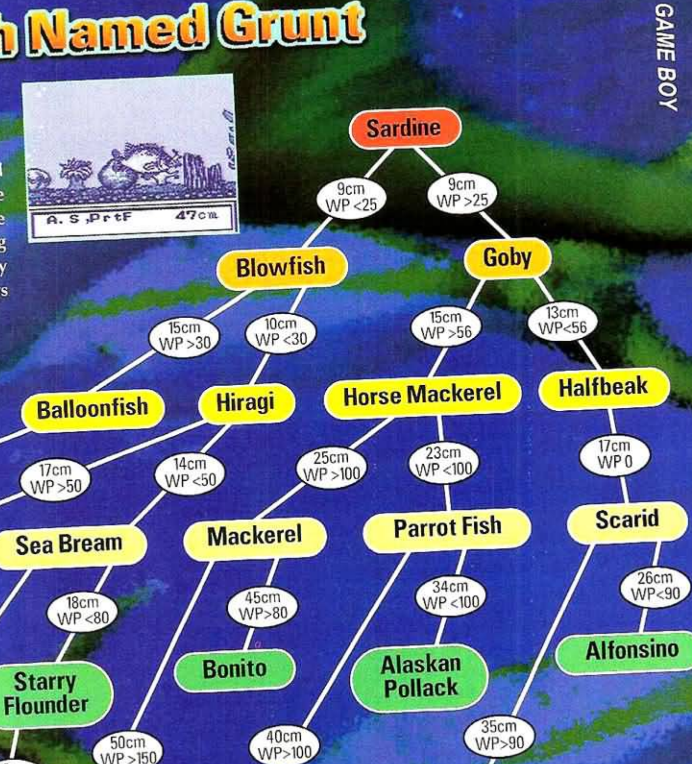
				BAIT								LURE								FLY							
		Size (cm)	Hook	Lug Worm	Fish Worm	Mussel	Krill	Sand Crab	Horse Mkl.	Fillet	Mackerel	F Minnow	S Minnow	Popper	Vibration	Crank Bait	Spoon	Jig	Worm	Y Yellowtail	Bonito Fly	Young Tuna	Blue Marlin	Spearfish	Horned	Squid	Flying Fish
BEACH	Black Rockfish	12-24	S	●	●		●			●								●	●								
	Black Sea Bream	20-40	M	●		●		●		●		●	●			●	●	●	●								
	Blowfish	6-14	S	●		●	●																				
	Fat Greenling	13-33	SM	●	●	●	●										●		●								
	Goby	7-19	S	●	●	●	●										●										
	Opaleye	28-48	M	●	●		●										●		●								
	Parrot Fish	24-44	M			●	●	●									●										
	Rockfish	14-26	S	●	●		●		●	●							●	●	●								
	Scarid	16-36	SM		●	●	●	●		●							●	●									
	Sea Bass	34-66	M	●	●				●	●		●	●	●	●	●	●	●	●								
	Spotted Parrot Fish	20-40	M			●	●	●									●										
	Young Yellowtail	28-48	M				●		●	●		●	●	●	●	●	●	●									
SHORE	Conger Eel	24-61	SM	●	●	●	●	●	●	●			●		●	●		●	●								
	Flathead, Female	20-40	M					●		●	●						●	●									
	Flathead, Male	12-24	S	●	●												●		●								
	Halfbeak	11-23	S	●	●	●											●		●								
	Halibut	29-61	M						●	●	●																
	Horse Mackerel	13-33	SM	●	●		●										●		●								
	Mackerel	28-48	M				●										●										
	Sardine	5-13	S	●			●												●								
	Sea Bream	12-24	S	●	●		●			●							●		●								
	Silver Whiting	13-33	SM	●	●														●								
	Squilla	8-20	S	●		●	●	●	●	●			●				●	●	●								
	Starry Flounder	20-40	M	●	●	●											●		●								
	Wrasse	10-22	S	●	●	●	●	●		●							●		●								
COAST	Blue Runner	12-24	S	●	●	●	●	●																			
	Calif. Yellowtail	44-76	M				●		●	●	●	●	●	●	●	●		●									
	Cuttlefish	20-40	M				●		●	●							●	●									
	Filefish	10-22	S	●	●	●	●	●		●							●	●	●								
	Grunt	18-38	SM	●	●	●	●	●									●		●								
	Hiragi	8-20	S	●			●										●		●								
	Horned Shark	53-97	ML			●		●	●	●							●	●			●					●	●
	Kanpachi	53-97	ML						●	●	●	●	●	●	●	●	●	●		●	●	●					
	Lion Fish	13-33	SM	●	●		●		●	●							●	●	●								
	Midsize Yellowtail	44-76	M				●		●	●		●	●	●	●	●		●		●	●	●				●	●
	Octopus	29-61	M			●		●									●										
	Parrot Fish, Adult	44-76	M			●	●	●									●										
	Skate	34-66	M						●	●	●									●	●					●	●
	Spanish Mackerel	59-97	ML						●		●	●	●	●	●	●					●	●				●	●
	Spotted Parrot Fish, Adult	44-88	ML			●	●	●									●										
	Tilefish	20-40	M	●	●		●																				
OCEAN	Alaskan Pollack	32-64	M				●		●	●	●	●	●	●	●			●		●	●						
	Alfonsino	28-48	M						●	●																	
	Balloonfish	14-34	SM			●	●			●							●	●									
	Bluefin Tuna	138-202	L						●		●	●	●	●	●	●						●	●	●		●	●
	Bonito	48-92	ML						●	●	●	●	●	●	●	●	●	●		●	●	●				●	●
	Crevalle Jack	38-70	M						●	●	●										●	●					●
	Dorado	53-97	ML						●		●	●	●	●	●	●					●	●				●	●
	Moray Eel	29-61	M				●	●	●	●	●																
	Red Sea Bream	39-71	M	●	●		●		●	●		●	●	●	●	●	●	●	●	●	●						
	Sailfish	148-212	L						●		●	●	●	●	●	●						●	●	●		●	●
	Sand Fish	58-102	ML						●	●	●																
	Spearfish	168-232	L						●		●	●	●	●	●	●					●			●			●
	Tuna	68-132	L						●	●	●	●	●	●	●	●	●	●		●	●	●	●	●		●	●
	Yellowfin Tuna	44-76	M						●	●	●	●	●	●	●	●	●	●		●	●	●				●	●
	Yellowtail	68-112	ML						●	●	●	●	●	●	●	●	●	●				●	●		●	●	●



A Fish Named Grunt

THE DESCENT OF MACKEREL

The virtual aquarium mode borrows the virtual pet concept of evolving characters. Only the first stages of transformations are shown in the chart. There are many more. The WP rating stands for Watch Points, or the attention you pay to your fish. Large size and high WP are the keys to the transformation paths.



MAKE A BETTER FISH

Two Game Boys can be better than one. In Sea King, two options exist for transferring data through the Game Link. In one, players merge two fish to create an entirely new breed of fish. In the other, players trade with each other for species that they haven't created.

TWO FISH IN ONE



Using the Game Link Cable, players can combine the attributes of two fish to create a unique species of fish.

FISH SWAP MEET



If you covet your neighbor's fish, you can swap for it using the Game Link.

COUNSELORS' corner

STAR WARS: ROGUE SQUADRON



WHERE ARE THE ADVANCED BLASTERS?

In volume 115, we printed that the Advanced Blasters were located in the Gerrard V mission. Changes were made to the final version of the game, and now the Imperial technology upgrade is hidden away in Battle Above Taloraan, which is six missions later. The blasters are found on top of the cloud city structure, the second to last platform on your run over Taloraan. You only have enough time for one pass—make it count!



The top of the cloud city is a labyrinth of towers. Slamming into the side of a building can be deadly to your A-Wing.



The Advanced Blasters are found in the center of the city. As soon as you nab them, fly up to avoid crashing into a building.

? HOW CAN I REPLENISH MY SHIELDS? ?

There are no shield power-ups in Rogue Squadron, but there are two methods of restoring damaged shields: time and sharp-shooting. Shields will slowly replenish themselves over time, but when you're staring down a heavily-armored AT-AT or a pack of laser-happy TIE Fighters, time is usually a luxury you don't have. If you have a good eye, though, you can strafe tiny ground troops with your ship. Each Stormtrooper that you pick off adds a little bit to your shield. Full shields is only a regiment of slow-moving Stormtroopers away!



Heavy fire can be expected from the ground troops on the Prisons of Kessel. Blow up the black garrison buildings to release some fleeing Stormtroopers.



During the prison break on Kessel, rebel pilots in orange will mingle with white-armored Stormtroopers while making for the shuttle.



Fly low to pick off the pokey ground troops, but be sure not to hit the ground. You're trying to raise your shields, not lower them.

▶ THE LEGEND OF ZELDA: OCARINA OF TIME



WHERE IS THE LONGSHOT?

The hookshot can sometimes fall short of the mark, so you'll need to find the Longshot in the Water Temple to reach those especially high places. Shadow Link holds the Longshot, and he's located just beyond the alcove with the fat Like Like. Use the Hookshot to get over the spikes and enter the door. Approach the door on the far side of the room, then turn around to confront your own shadow.



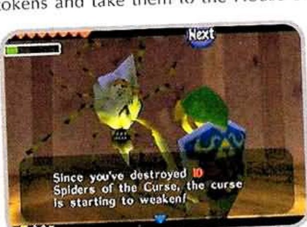
Use the Megaton Hammer without Z-Targeting against Shadow Link so he won't mirror you.



The Longshot allows Link to collect out-of-reach items and rise to new heights.

? HOW CAN I CARRY MORE RUPEES? ?

It's a sad truth in Hyrule: Money makes the world go 'round. And, without the aid of a bigger wallet, Link won't get very far. When Link starts his adventure, he can hold only 99 rupees, hardly a king's ransom. There are two wallet upgrades in the House of Skulltula (located in Kakariko Village), but he will need to prove his valor before the cursed Skulltula children will show him the money. If Link returns to the house with ten Gold Skulltula tokens, one of the freshly freed children will give him the Adult Wallet, which will allow him to carry 200 rupees. And to carry even more money, Link can collect more tokens and take them to the House of Skulltula. For 30 tokens, he'll get the Giant's Wallet, which holds 500 rupees.



The children of the House of Skulltula have many prizes, including the bigger wallets.



The man who buys the Bunny Hood fills your wallet, so sell it after you get a larger purse.

? HOW DO I DEFEAT PHANTOM GANON? ?

Phanton Ganon is a merciless foe that takes great aim as well as patience to defeat. When Phantom Ganon rides out of the picture, poke him with an arrow. When hit with the third arrow, he will give up his steed and hurl magic bolts at Link. Use the sword to deflect the bolts back at him. He'll endure several volleys, then when Ganon tumbles to the ground, rush in and slash him with your sword before he gets back up.



Watch the paintings closely, because you'll have only a few moments to hit him with the arrow before he safely rides into another frame.



If you're out of arrows, use the hookshot. But you'll have to be quick on the draw because the hookshot is much slower than the arrow.



The number of magic bolt volleys varies with each attack, so don't let down your guard until the bolt actually hits home.

▶ SUPER METROID



WHAT DO I DO WITH THE TATORI IN MARIDIA?

The Tatoris are mysterious, but if you jump on the back of the largest one, its purpose becomes apparent. The big Tatori will fly straight up when you jump on its back. At the height of its flight, jump up until you see a block with an Energy Tank sitting on it. The block is too far away to jump for it, so use the Grappling Beam to grab the block. Swing toward the block and upward to get the Tank.



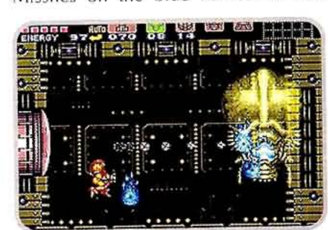
The Tatoris are invincible, so don't bother shooting at them.



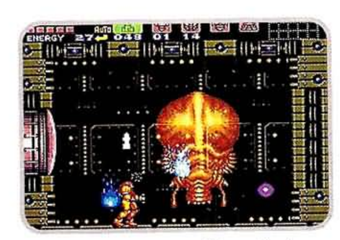
Jump at the height of the Tatori's leap or you will not see the the Energy Tank.

? HOW DO I DEFEAT PHANTOON? ?

Beating blob-like Phantoon takes timing and determination. The cycloptic mass will phase between being solid and transparent. You can inflict damage on Phantoon only when it is in its solid state. Super Missiles are easily the best weapon against the monster, so have a decent stock before you confront it. Linger in the corner and wait until Phantoon is solid before unloading as many missiles as possible. If you run out of missiles, use the Charge Beam against the blob. Phantoon is far from defenseless, though. It will fire one-eyed blue wisps of flame back at you between your attacks. Don't waste your Super Missiles on the blue flames. A shot from your regular laser will extinguish them quickly.



If you fire upon Phantoon while it's transparent, you will waste your precious ammunition.



Destroying the blue wisps of flame will release weapon refills.

? HOW DO I ESCAPE FROM NORFAIR AFTER BEATING RIDLEY?



Defeating Ridley is only half the challenge of escaping Norfair alive. The other half is finding your way out of the maze-like area. Once Ridley is gone, return to the last save point you passed. Go up to the top of that shaft. You will see a door on the right—go through it. The next room has slanted platforms and rolling boulders. Avoid the rocks and go to the top of the rumbling room. There is a hidden entrance in the wall on the left. The X-Ray Scope won't show a passage, but who are you going to believe, your own two eyes or Nintendo Power? Walk through the wall to escape.



Return to the last save point you passed on your way to confronting Ridley.



The boulders cause damage, so jump over them on your way to the top of the room.



The X-Ray Scope shows nothing in the wall, but trust us on this one!

▶ POCKET BOMBERMAN



HOW DO I DEFEAT TORENT?

Torent is the boss of the forest world, the first level of Pocket Bomberman. Try to have an extra Heart and the Remote Controller bombs when you fight it. Torent follows you, so lay bombs in your path for it to step on. Once it's been hit, Torent will retreat to the center and fire shots at you. It will release two caterpillars that will transform into moths and fly after you. It takes four hits to uproot Torent.



The Remote Controller bombs will allow you to leave a series of bombs for Torent to walk on.



Bomb only one of the caterpillars. If you bomb both of them, Torent will release two more.

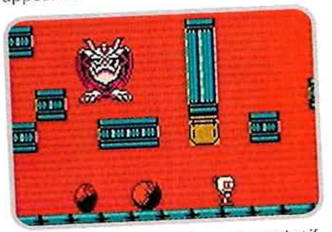
? HOW DO I BOMB BABYLON? ?

Babylon is the toughest boss in Pocket Bomberman. Again, try to enter its arena with the Remote Controller bombs. Babylon will teleport near Bomberman, so drop a bomb, wait for it to appear and then run away. Its fireballs home in on Bomberman, so try to lead them into the wall or the floor. Babylon will summon minions to follow you, but if you stand between them, they will disappear as soon as they touch down.

Having an extra Heart is very helpful when you fight Babylon, because it is quite likely you'll take at least one hit during the battle.



Don't stand in a corner before Babylon shoots his fireballs. If you do, you'll be stuck with nowhere to run.



The Remote Controller bombs work great, but if you lay too many, you'll have little room to maneuver.



In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Q&A FAST FACTS

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)



QUEST 64

Q: What is the highest magic level?

A: The highest level you can reach is 50.

Q: Where is Brian's father?

A: Dear ol' dad is in the room right before Beigis, in Brannoch Castle.

ISS '98

Q: What are the best teams?

A: The best teams, in order, are Brazil, Germany and Italy.

Q: How can I put the player I created on a team?

A: From Options, choose Register Player and highlight the player you want to use, then select the team you want him to play on.

DKC 2: DIDDY'S KONG QUEST

Q: How many endings are there?

A: There are two endings, depending on whether or not you get all 40 DK Coins.

Q: What is the maximum percentage?

A: You can achieve 102% by finding all the bonus levels and visiting every place, like the Monkey Museum and Kong Kollege.

WIN A RIDE IN A TANK

AND HEAD UP YOUR OWN TANK GANG IN BATTLETANX™ 2!



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enter to win!



GRAND PRIZE

- **RIDE IN A REAL TANK!** Go to the Military Vehicle Technology Foundation's Private Tank Museum! See a collection of 140 military vehicles, including 50 Tanks!
- **GO TO 3DO HEADQUARTERS IN CALIFORNIA!** Meet the BattleTanx development team! See how the game was made, and go head-to-head on the N64!
- **BE IN BATTLETANX 2 WITH FOUR OF YOUR BUDDIES!** 3DO will use a photo of you and your friends to create your very own gang in the BattleTanx sequel! They'll make an original poster of you and your gang for you to take home, too.
- And to top it all off, **WIN BATTLETANX FOR YOUR N64, FROM 3DO!**

SECOND PRIZE 5 WINNERS

- **A REMOTE CONTROL TANK**
- **BATTLETANX FOR YOUR N64**

THIRD PRIZE 50 WINNERS

NINTENDO POWER T-SHIRTS

YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

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No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America, Inc. ("NOA"), The 3DO Company (3DO), or their affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the entry form below or print your name, address, telephone number, Volume 117, and the answer to the trivia question on a plain 3.5 x 5" card, and mail entry to Nintendo Power, Volume 117, P.O. Box 97062, Redmond, WA 98073-9762.

NINTENDO POWER
PLAYER'S POLL VOL. 117
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. Entries must be received by 3/1/99. NOA not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 3/15/99, winners will be randomly drawn from eligible entries. Canadian entrants must correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by 3/31/99. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. All prizes will be awarded. For a copy of these rules, or (after 3/31/99) a list of winners, send your request to the address above. WA/VT residents may omit return postage.

Grand Prize: One (1) entrant will win a trip for two to San Francisco to visit The 3DO Company and Military Vehicle Technology Foundation at the Pony Tracks Ranch. Winner will tour the facility and ride in a real tank or other disarmed armored vehicle. Winner will have his or her likeness programmed into BattleTanx 2. If BattleTanx 2 is unavailable, winner's likeness will be included in another 3DO game. Exact date of the trip is to be determined. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Estimated total value of all prizes is $4,000. Some restrictions apply.

TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and if winner is a minor, their parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award.

By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and 3DO and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy).

Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are copyright 1999 by NOA. All rights reserved.

With your Pokémon Game Pak and a Game Link Cable, you can trade creatures, challenge your friends to duels and connect to a whole new world of Pokémon fun and adventure!



Pokémon™ Game Link Special

Your Link to Fun and Adventure

With the Game Link Cable, you can expand your Pokémon adventure in ways you may never have dreamed, including trading for rare Pokémon and dueling with real-life rival trainers! All you need are two Pokémon Game Paks, two Game Boys and a Game Link Cable. Once the Game Boys are connected, just begin or continue a game and visit the nearest Pokémon Center to start the Poké Ball rolling.

Once you're inside the Pokémon Center, speak to the Cable Club attendant at the counter for directions on setting up a trade or a duel through the link.

Pokémon Fighting Force

In past Pokémon reviews, we've talked about how to form Pokémon teams designed to help you through certain parts of your game. In this article, we'll focus on teams designed specifically for dueling and on advanced combat tactics.

You can create different teams for different situations or try to form the ultimate fighting force. You're limited only by your imagination.

Exotic Specimens

As you probably know, some Pokémon are available in the Red version of the game only and some in the Blue version only. We'll tell you which Pokémon you can collect by trading only and give you tips on finding other rare specimens.

Some Pokémon evolve only after they are traded. If you have one of this type, you'll have to trade it away to make it evolve, then trade again to get it back.



The Ground Rules

While single duels can be fun, you can make things even more exciting by setting up a fantasy tournament, say, your own "Poké Cup" championship! We've come up with a few simple ground rules to help you get started. Of course, these are just suggestions, and we encourage you to use your imagination and create your own rules, too.

1. Select three Pokémon for each match.
2. Each Pokémon must be between level 50 and level 55. Their combined experience level must be greater than 155.
3. Once you put an opponent's Pokémon to Sleep, you must defeat that Pokémon before you can use Sleep again.
4. If your Pokémon faints, you may revive it during the duel.





Many Ways to Play

The rules we've outlined can work with any sort of tournament structure, from a simple elimination to a round-robin contest. If you want, you can even expand your competitions into a pro-sports-style season, complete with a fantasy draft, trades, a trading deadline, a post-season championship and more. Here are some additions to the basic rules that you may want to use in season play. What, no salary cap for these guys?

Season Play

In Season play, you must have at least four trainers. Each trainer must duel against every other trainer at least three times. You can determine the exact number for yourself.

Using the basic rules, select six Pokémon for your team. Trainers can trade Pokémon among themselves freely up until the halfway point of the season.

If you wish, you can use a separate group of Pokémon as free agents. Trainers can trade one of their team members for a free agent up until the championship.

The championship can be structured as a single tournament, or, if you have enough trainers, you can hold division, league and overall championships.





You Call the Shots

If you want to spice things up even more, you can also create tournaments based on some sort of theme. Once again, we have a few just-for-fun suggestions. One of our favorites is the Friend or Foe contest. It is unpredictable and always makes for a challenging fight!



Land, Sea and Air

With this method, each trainer must use Pokémon of a single type. For example, one player can use only Ground-type Pokémon, the next can use only Water-types and so on. To make things really interesting, you can have a random drawing to determine which type of Pokémon you can have.

Civil War

In this type of contest, all trainers must use the same type of Pokémon, e.g., everyone uses only Fire-type creatures. Once again, you can hold a random drawing to determine which type of Pokémon you'll use, or you can take a vote to see which of the 15 types it will be.

Survival of the Fittest

In this type of tournament, every trainer begins with the same number of Pokémon. Any of your Pokémon that faint during a duel must be taken off the team and replaced with different Pokémon before the next duel. The trainer with the last surviving Pokémon wins the tournament.

Friend or Foe

This is one of our favorites. In a Friend or Foe contest, your rival chooses your team for you. Both teams are created in secret, then revealed simultaneously. Of course, to keep things fair, you must follow basic tournament rules one and two when choosing your rival's Pokémon.





Advanced Dueling Techniques

Power Pokémon

To find out which Pokémon are the most powerful, we'll look first at their types, then at their skill ratings. Each Pokémon has strengths and weaknesses related to its type; for example, Fire-types generally have an advantage over Ice-types and so on. The types shown at the right have the most advantages and fewest disadvantages overall.

Electric

#25 Pikachu
#26 Raichu
#81 Magnemite
#82 Magneton
#100 Voltorb
#101 Electrode
#125 Electabuzz
#135 Jolteon
#145 Zapdos

Ice

#87 Dewgong
#91 Cloyster
#124 Jynx
#131 Lapras
#144 Articuno

Psychic

#63 Abra
#64 Kadabra
#65 Alakazam
#79 Slowpoke
#80 Slowbro
#96 Drowzee
#97 Hypno
#102 Exeggcute
#103 Exeggutor
#121 Starmie
#122 Mr. Mime
#124 Jynx
#150 Mewtwo

Dragon

#147 Dratini
#148 Dragonair
#149 Dragonite

Fire

#4 Charmander
#5 Charmeleon
#6 Charizard
#37 Vulpix
#38 Ninetales
#58 Growlithe
#59 Arcanine
#77 Ponyta
#78 Rapidash
#126 Magmar
#136 Flareon
#146 Moltres

Ghost

#92 Gastly
#93 Haunter
#94 Gengar

Flying

#12 Butterfree
#16 Pidgey
#17 Pidgeotto
#18 Pidgeot
#21 Spearow
#22 Fearow
#41 Zubat
#42 Golbat
#83 Farfetch'd
#85 Dodrio
#123 Scyther
#130 Gyarados
#142 Aerodactyl
#144 Articuno
#145 Zapdos
#146 Moltres
#149 Dragonite

Be Prepared

Of course, there's always a good chance that your opponents will have the top types on their teams as well, so you'd better be prepared to deal with them. We've outlined the best individual Pokémon and the best special attacks to use against these Pokémon powerhouses.

Vs. Psychic

If you're battling against Psychic-type Pokémon, Bug-types like Parasect have a good chance of nipping them in the bud. Ghost-types would also be a fine choice.

Use
Leech Life • Pin Missile
Twineedle • Lick

Recommended Pokémon: **Parasect**

Vs. Electric

Ground-types like Marowak are the only ones that have a natural advantage in combat over Electric-types. If you don't have Ground-type Pokémon, use Ground-type attacks.

Use
Dig • Bonemerang
Bone Club • Earthquake

Recommended Pokémon: **Marowak**

Vs. Flying

Electric-type, Ice-type and Rock-type Pokémon will all perform well against Flying-types. There are a lot of Pokémon for you to choose from, but we prefer Jolteon for this fight.

Use:
Aurora Beam
Rockslide
Rock Throw
Ice Beam
Ice Punch • Thunder
Thunderbolt
Thunderpunch
Thundershock

Recommended Pokémon: **Jolteon**



Vs. Ghost

When facing Ghost-types, you'll need to rely on defense rather than offense. Golem's high number of Hit Points and good Defense rating fill this bill nicely.

Recommended Pokémon: **Golem**



Vs. Dragon

Dragon-types are vulnerable to other Dragon-types or Ice-types like Jynx. We're assuming, of course, that your Pokémon are close to their opponents in experience.

Recommended Pokémon: **Jynx**



Vs. Ice

Ice-type Pokémon will have a tough time putting the big freeze on Fire-types like Charizard. If a Fire-type creature isn't available, use Fire-type, Fighting-type or Ground-type attacks.

Use:
Doublekick
Ember • Fireblast
Firepunch
Firespin
Flamethrower
High Jump Kick
Jump Kick • Low Kick
Rolling Kick
Submission

Recommended Pokémon: **Charizard**



Vs. Fire

Fire-type Pokémon are vulnerable to Water-types, Ground-types and Rock-types. Omastar has both Rock-type and Water-type attributes, so it gets the nod for this job.

Use:
Bone Club
Bonemerang
Clamp • Dig
Crab Hammer
Earthquake
Hydropump
Rockslide • Watergun
Rock Throw • Surf
Waterfall

Recommended Pokémon: **Omastar**

The Heavy Hitters

While some trainers rely on using specific types of Pokémon or special abilities to win, others look more at their team's skill ratings. We've listed below the top ten Pokémon in six skill categories. The Most Powerful category is based on an average of all skill ratings. Power Points, or PPs, are used to power special attacks.

Most Powerful

1: Mewtwo (#150)
2: Moltres (#146)
3: Zapdos (#145)
5: Articuno (#144)
5: Dragonite (#149)
6: Gyarados (#130)
7: Blastoise (#9)
8: Cloyster (#91)
9: Exeggutor (#103)
10: Tauros (#128)

Most HPs

1: Chansey (#113)
2: Snorlax (#143)
3: Wigglytuff (#40)
4: Lapras (#131)
5: Vaporeon (#134)
6: Jigglypuff (#39)
6: Muk (#89)
8: Kangaskhan (#115)
9: Rhydon (#112)
10: Mewtwo (#150)

Best Attack

1: Machamp (#68)
2: Pinsir (#127)
2: Dragonite (#149)
4: Rhydon (#112)
5: Kingler (#99)
5: Gyarados (#130)
7: Hitmonlee (#106)
8: Arcanine (#59)
8: Kabutops (#141)
10: Hitmonchan (#107)

Best Defense

1: Cloyster (#91)
2: Onix (#95)
3: Omastar (#139)
4: Weezing (#110)
5: Golem (#76)
6: Blastoise (#9)
7: Marowak (#105)
7: Rhydon (#112)
9: Kingler (#99)
9: Kabutops (#141)

Quickest

1: Electrode (#101)
2: Dugtrio (#51)
2: Jolteon (#135)
4: Alakazam (#65)
5: Mewtwo (#150)
6: Aerodactyl (#142)
7: Tauros (#128)
8: Persian (#53)
8: Kadabra (#64)
10: Rapidash (#78)

Most PPs

1: Mewtwo (#150)
2: Alakazam (#65)
3: Moltres (#146)
4: Gengar (#94)
5: Kadabra (#64)
5: Jolteon (#135)
7: Exeggutor (#103)
7: Articuno (#144)
9: Hypno (#97)
10: Magneton (#82)

Leveling the Field

So what do you do if your opponent has Pokémon with lots of HPs or great Attack ratings? Well, don't fret too much, because there are ways to level the field and give yourself a fighting chance. We've figured out which special attacks will be the most effective against Pokémon with certain skills. Once again, we're assuming that your Pokémon will be at least at the same experience level as their opponents.

Vs. Juggernauts

If you're facing a Pokémon from the Most Powerful list, then you'll want to end the fight as quickly as possible. These attacks can defeat a foe with a single blow!

Roar • Fissure
Horndrill • Whirlwind
Guillotine • Teleport

Vs. Diehards

These attacks are the perfect solution to a foe with lots of HPs. You can score multiple hits, cut your foe's HP in half or defeat your opponent with just one blow.

Guillotine • Super Fang
Twineedle • Leech Seed
Leech Life • Poisons

Vs. Powerhouses

If your opponent has a high Attack rating, use these special abilities to reduce your foe's Attack or Accuracy ratings or raise your Defense rating temporarily.

Acid Armor • Growl
Sand Attack • Harden
Kinesis • Smokescreen

Vs. Tanks

While most of these attacks will reduce your opponent's Defense temporarily, both Rage and Sharpen will increase your Attack rating for a little while.

Screech • Tail Whip
Leer • Rage
Acid • Sharpen

Vs. Speedsters

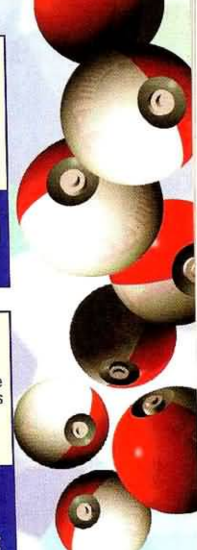
Need a quick response to a quick opponent? You can reduce your foe's Speed, increase your Speed or hit your enemy multiple times with these special attacks.

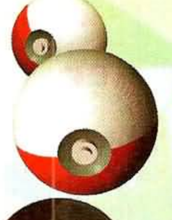
String Shot • Bubble
Doublekick • Constrict
Quick Attack • Agility

Vs. Specialists

Your opponent may have more PPs than you, but these abilities can blunt the effects of special attacks or disable your foe's special attacks altogether.

Haze • Disable
Mimic • Mist
Light Screen • Psychic





Team-building Tactics

Your Starting Line up

If you're still unsure about which Pokémon may work well together as a team, here are a few suggestions. The Novice team is made up of Pokémon found early in the game, while the Veterans are found later. The Goons have great physical power, while the S.W.A.T. team relies on special attacks.

The Rookie Team		The Goon Squad	
Wartortle (#8)	Diglett (#50)	Electrode (#101)	Pinsir (#127)
Pikachu (#25)	Metapod (#11)	Onix (#95)	Kingler (#99)
Pidgeotto (#17)	Rattata (#19)	Machamp (#68)	Gyarados (#130)
Poké S.W.A.T.		**The Veterans**	
Hitmonchan (#107)	Jolteon (#135)	Gengar (#94)	Blastoise (#9)
Omastar (#139)	Tauros (#128)	Alakazam (#65)	Articuno (#144)
Ditto (#132)	Exeggcute (#102)	Dugtrio (#51)	Mewtwo (#150)



Act and React

Just because you've assembled a team of powerhouse Pokémon and taught them all lots of special attacks doesn't mean you're going to win every bout. You must also see what your opponent does during a duel and react accordingly. Look for patterns in his or her attacks, then try to anticipate your foe's next moves.



You may want to use your first Pokémon as a scout. Its sole purpose would be to gauge your enemy's strength.



The Art of the Deal



Wheeling and Dealing

The toughest part of trading may be convincing the other trainer that you have a Pokémon he or she can't do without. If you're the one who is nervous, remember that you can't complete a trade unless both parties agree to it. Keep in mind, too, that all trades are one-for-one, and you can't normally give someone a Pokémon without receiving one in return.

Handle with Care

Remember that you must have certain badges to control your Pokémon at certain experience levels. The chart below shows where you can win the badges and which Pokémon you can control with them.

	Controls:	Location:
Cascade Badge	Up to level 30	Cerulean City
Rainbow Badge	Up to level 50	Celadon City
Marsh Badge	Up to level 70	Saffron City
Earth Badge	All Pokémon	Viridian City

Send in the Clones

If you want to sidestep the normal trading rules, here's a trick that will allow you to make copies of powerful Pokémon. We warn you, though, that while this trick will make two copies of one Pokémon, the other Pokémon involved in the trade will disappear.

Step 1:

Set up a trade. One trainer should use a powerful Pokémon, while the other uses a common one, like Pidgey or Rattata. When the "Waiting" message appears, the trainer who had the powerful Pokémon should turn his or her Game Boy off.



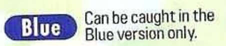
Step 2:

Now turn off the other Game Boy, then turn both units on again. If the trick was done correctly, both trainers will now have the powerful Pokémon, and the common one will be gone.



Strangers in a Strange Land

Some Pokémon can be caught in the Red version of the game only, while others can be caught in the Blue version only. If you have only one version, you'll need to trade for some Pokémon to complete your collection. Some Pokémon evolve only after they are traded, and these are shown at the bottom of the page.





Evolve only after they are traded.



Can be caught in the Red version only.

#27 Sandshrew
Ground



Blue

#28 Sandslash
Ground



Blue



#69 Bellsprout
Grass
Poison

Blue

#70 Weepinbell
Grass
Poison



Blue



#52 Meowth
Normal

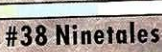


Blue

#53 Persian
Normal



Blue



#38 Ninetales
Fire



Red



#126 Magmar
Fire



Blue

#71 Victreebel
Grass
Poison



Blue

#37 Vulpix
Fire



Blue

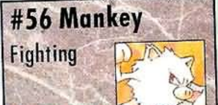


#24 Arbok
Poison



Red

#56 Mankey
Fighting



Red



#127 Pinsir
Bug



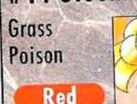
Blue

#23 Ekans
Poison



Red

#44 Gloom
Grass
Poison





Red

#45 Vileplume
Grass
Poison



Red

#57 Primeape
Fighting



Red

#43 Oddish
Grass
Poison



Red

#123 Scyther
Bug
Flying



Red

#125 Electabuzz
Electric

Red

#58 Growlithe
Fire

Red

#59 Arcanine
Fire



Red



#76 Golem
Rock
Ground



from #75

#94 Gengar
Ghost
Poison



from #93

#65 Alakazam
Psychic



from #64

#68 Machamp
Fighting



from #67

SHADOWGATE™ CLASSIC

LOWER THE DRAWBRIDGE AND PREPARE FOR ADVENTURE— THE NES CLASSIC HAS BEEN REVIVED FOR GAMEBOY COLOR

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ENTER AT THY OWN RISK

The realm stands on the brink of a great cataclysm as the Warlock Lord prepares to conjure the Behemoth. Writings from times long past foretold of a warrior with the strength and cunning of a thousand kings who would deliver mankind from a near-invincible terror. That terror is the Behemoth. And that warrior is you. It is time for you to fulfill your destiny as the knight described in the prophecy. Penetrate Castle Shadowgate, quest for the sacred relics that will banish the Behemoth to the dark regions and destroy the Warlock Lord for good.





While optimized for the Game Boy Color, Shadowgate Classic can be thoroughly enjoyed on your regular Game Boy. The adventure is exactly the same, but the details look even better in color.





Command Thy Destiny

The game screen in Shadowgate Classic is multi-tiered, seperating available commands from your inventory. The top portion of the screen shows the area of the castle that you see before you, while a map on the right displays your movement options. If you move your cursor down, the inventory and full command list appear.

View Window

Through this window you can view Castle Shadowgate. The frame of action is stationary; only through using commands and items can you manipulate the scenery.

Movement Window

This smaller window displays your options and exits. When you click the hand on a white square, you will move that direction. As doors open, more options appear.

Inventory

Pick up everything that looks like it might prove useful during your travels. You can scroll through here to see your entire invento-

Actions/Commands

To solve the mysteries of the castle, you must interact with almost everything. Use these commands to equip items and cast spells.

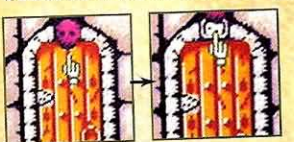
Spells

There are five spells that you will learn, but first you must find them. As you learn them, they will appear on the list here.



Surviving Shadowgate 101

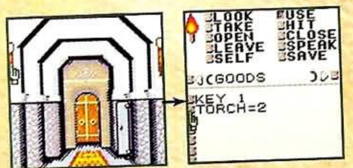
The castle is a treacherous place, and only a resourceful adventurer will survive. There are three basic things that you must remember to do if you are to make it out of the fortress alive: collect keys, keep torches and search everywhere.



Keys to Success

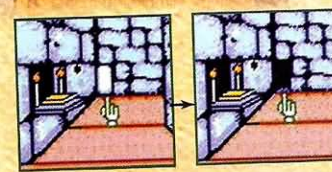
Without keys, you can't pass through some doors. And if you can't pass through some doors, then the Warlock wins. To prevent that from happening, search everywhere for valuable keys.





Light Up Your Life

Torches are a precious commodity in the castle, so pick up as many as you can early in your adventure. They become scarce later on, and it's very difficult to navigate the twisted castle in the dark.



No Stone Unturned

Not all rooms are connected by doors. Some passages will take a little cunning to discover, so be sure to look for aberrations in the walls and floor. Sometimes an odd-looking brick hides a hallway that leads to a vital part of your quest.

YE OLDE TRAVEL GUIDE

Getting lost in Castle Shadowgate is quite simple, but we've managed to unearth an excellent map crafted by an ancient cartographer. The winding passages can confuse and disorient even the most seasoned of adventurers, so keep track of your location with this map of the castle grounds. Pack it along, and watch your back.

CASTLE SHADOWGATE

DOWN TO 4

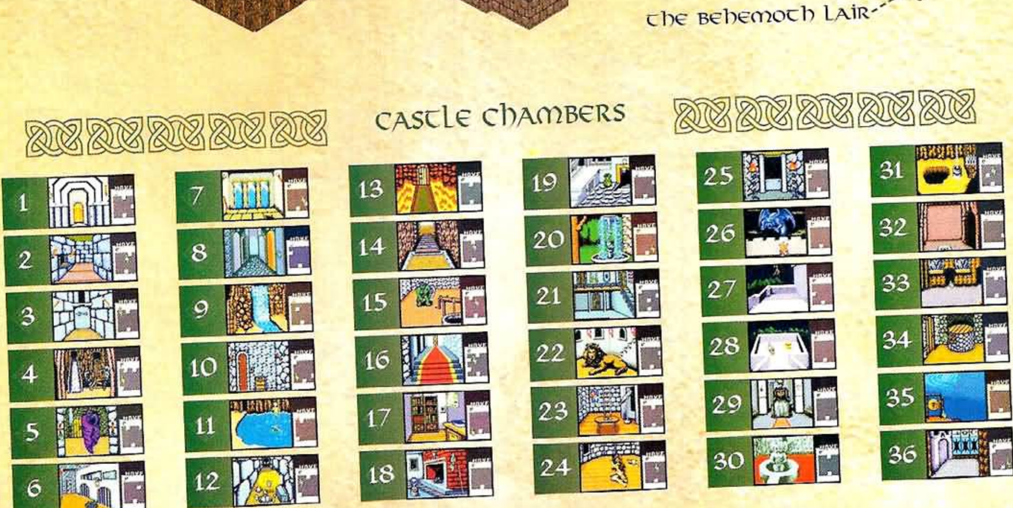
SECRET TUNNEL

DOWN TO 35

UP TO 7

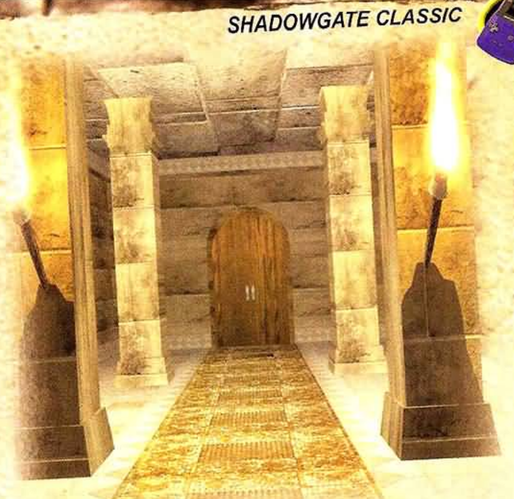
THE BEHEMOTH LAIR

CASTLE CHAMBERS



ENTER SHADOWGATE

There are several areas to conquer before you will be allowed into the castle. (You didn't expect the Warlock to just let you knock and walk in, did you?) The entrance to the stronghold will require keys, magic and a cool head, so oil that suit of armor and get going.

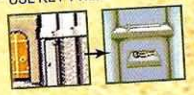


1 MAIN HALL



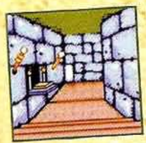
USE KEY 1 HERE — USE KEY 2 HERE

After the Warlock taunts you, you'll find yourself standing in the huge Main Hall of Castle Shadowgate. Use Key 1 to open the large door at the end of the hallway.

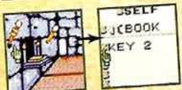


Key 2, the key found in the ancient book, opens the side door in the Main Hall. You will discover a sword and sling inside the secret chamber. Pick up both of them.

2 ANCIENT BOOK



This hallway boasts a secret passage behind the discolored stone in the corner, which leads to 3. Be sure to take both torches, especially the ringed torch that proves useful later.

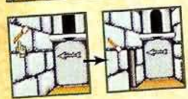


Use the open command on the book to get Key 2. If you attempt to take the book from its pedestal, the floor will collapse and you will fall to your demise.

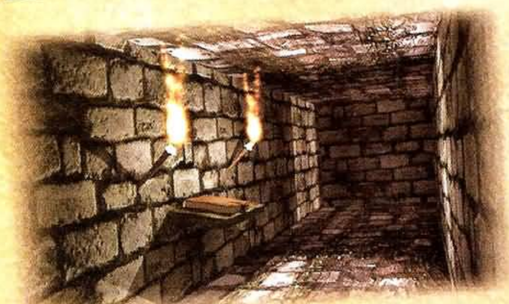
3 SILVER ARROW



After crawling through the secret passage, you'll enter another hallway. The archway above is too high to reach, so your only option is to take both the torches and leave.



When you try to use the left torch, it will reveal another hidden door. That's what the silver arrow is pointing to.



4 TWO BRIDGES

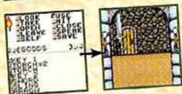


One bridge is gnarled and rickety; the other is strong and sturdy. At this point in your adventure, you should play it safe and take the left bridge across the gaping chasm.

5 THE WRAITH



The Wraith materializes before you, barring your path. Your sword is useless against the apparition, but perhaps shedding an odd light on it might do the trick.



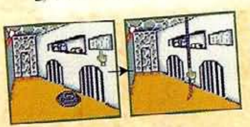
Once you light the ringed torch (listed apart from regular torches in your inventory), the Wraith will vanish. Take the cloak from the far hook before leaving.

6 EPOR CHAMBER



Read the scroll on the shelf—it states the secret of defeating the evil Warlock. Ignore the potions on the shelf, and don't worry about the door yet.

"FIVE TO FIND, THREE ARE ONE. ONE GIVES ACCESS, THE BLADED SUN. THE SILVER ORB, TO BANISH BELOW. THE STAFF OF AGES, TO VANQUISH THE FOE. JOINING TWO, THE GOLDEN BLADE. THE LAST TO INVOKE, THE PLATINUM HORN."



The only way to get through the hole in the ceiling is by invoking the "Epor" spell. Read the Epor sign twice to learn the spell and activate the magical rope.

The Castle Keep

The first leg of your quest draws nigh, but darker challenges await. Prepare to face maddening puzzles and a kerosene-breathed nemesis in the passages ahead.



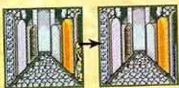
7 Mirror, Mirror

The hall of mirrors reflects many secrets, but without the hammer you will learn none of them. Take the torches and pass by the hole. Exit through the door you came through.



8 The Mummy

Most of the coffins in this room are harmless, except the middle one on the left. Open the one closest to you on the right to reveal the tattered Mummy. Surely it holds something.

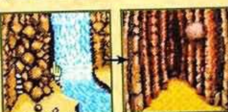


Whatever the Mummy has is wrapped under those bandages. Use your torch to burn the Mummy's rags and get the scepter. Back out to the room with the Ancient Book (2).

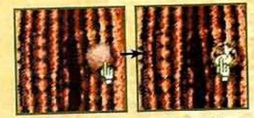


9 The Waterfall

Round the corner of the hallway and take the right door. Pass the shark-infested lake and pick up the tiny stones at the raging waterfall. There's a secret passage here.



Notice the dark crack next to the waterfall? That's the entrance to the secret grotto, where you will see an odd rock attached to the wall.



Give the rock a good whack with your sword. It will crack it open and reveal a bag inside. Open the bag and remove the three colored gems.



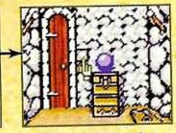


10 Ice Crystal

Return to the hallway and take the left door. In this room, you will have to use one of your colored gems. But be sure to take the torch from the wall for later.







Place the white gem in the slot on the wall. When you do, a purplish orb will appear, and it will be very cold to the touch. Pick it up and return to the shark-filled lake. You'll open the door in just a minute.

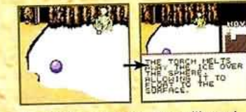


11 On Frozen Pond

Back at the lake, you see that the skeleton is holding something. It's a key—a skeleton key. But unless you want to become fish food, you shouldn't go to in the water.



Use the orb on the water. It will freeze the lake and protects you from the shark. Cross the lake and snatch the key.



To get the orb back, you will need to use your torch on the ice. It will melt it slightly and let you take the orb again for later use.

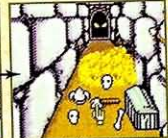


12 Hot Stepper

As you enter this corridor, you will notice two glowing eyes staring back at you. They belong to an over-possessive dragon, and he's intent on keeping his loot.







The first thing to take is the shield. It will protect you from fire blasts. When you're immune to the fire, grab the other items on the floor: the hammer, the spear and the helmet. Don't try to open the chest or even look at any of the bones, unless you want yours to join them.

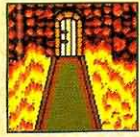


7 Bad Luck

Return to the mirrored chamber and get ready for seven years of bad luck, because you'll need to use the hammer to smash the center mirror. See the broom? Remember where it is.



The door is locked, but the key you pried out of the skeleton's bony fingers will open the door. And you might as well put on the cloak now, because you'll need it in the next room.



13 Firedrake

The cloak you just donned will allow you to tolerate the flames. When you try to open the door, you'll find that it's a Firedrake in disguise, and you'll need to smother its lifeforce.



If you didn't put on the cloak, backtrack out of the Firedrake's chamber and do so. After you defeat the Firedrake, you can drop the cloak.



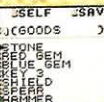
Use the frosty sphere to extinguish the flames. Just toss it over the edge of the bridge and it will put out the fire and put the Firedrake in its place.





14 The "Troll" Bridge

You must cross this bridge to enter the heart of Castle Shadowgate, and unless you pay this troll his toll, you'll go nowhere but down.

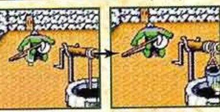


You could pay the troll in coins, but instead pay him with the Spear—pointy end first. The Troll will fall into the abyss, letting you cross safely.



15 The Cyclops

The Cyclops is bigger than you. Much bigger. It's a case of brains over brawn, and if you place a tiny rock in the sling and put out his eye, you will pass safely.



A helpful item lies in the bottom of the well. Since you're too big to go diving, raise the well's bucket and put the metal gauntlet in your inventory.

Amassing The Sacred Relics

The scrolls have spoken. You must collect five mystical items and fashion them into the only weapon with the power to expel the Behemoth into the void. But these items aren't just lying around unprotected. Only a clever knight will uncover the sacred relics in time to save mankind from the wrath of the Warlock Lord.



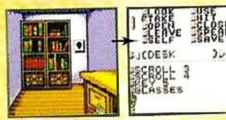
16 The Grand Hall

The Grand Hall is the entrance to the core of Castle Shadowgate. First, open the door closest to you on the left-hand side. The passage leads to the Library.



17 The Library

Back to school, knight. Take everything in the room, because you will need it later in your quest. Grab the map off the wall and be sure to take the book from the desk.



Open the desk and take all the contents. Read the scrolls to learn two important spells: Terra Terrakk and Instantum Illuminaris.



The bookcase seals a hidden passage, but if you place the red gem in the slot next to it, you can continue to the Study.



18 The Study

Use the Terra Terrakk spell on the globe. It will magically crack open, exposing a hidden key inside. Take the "key to the world" and return to the Grand Hall (16).



19 The Laboratory



The far left door leads to the Laboratory. If you have a death wish, open the cage or drink the potions along the wall. Don't go downstairs until you have the Holy Water.




The Holy Water is hidden in the floor, so look for a odd-looking brick on the ground. Once you see it, grab the brick and get the juice.

20 The Garden



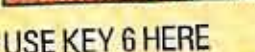
What an odd lovely garden. Ever since the arrival of the Warlock, the birds have gone and the fountain spewed acid, so don't try to grab the flute just yet.






Put the metal gauntlet on your hand before you grab the flute. When you get it, play the flute and watch the tree open up to reveal a hidden ring. Take the ring and return to the Grand Hall (16).

21 Banquet Hall

The lavish Banquet Hall is beyond the far door. There are three locked doors to pass through, so you'd better have held on to those all-important keys.

USE KEY 6 HERE — USE KEY 4 HERE — USE KEY 5 HERE



One of the keys is hidden beneath the rug, so burn the rug to uncover it. Use that key to open a door in the Banquet Hall.

22 The Sphinx



The Sphinx possesses the body of a lion and the mind of a madman. When you try to pass, the Sphinx will pose a riddle. Bring him the object that answers the riddle.

Answers to the Sphynx's Riddles:

- Skull (Library)
- Map (Library)
- Horseshoe (Lab)
- Mirror (Banquet Hall)
- Bellows (Study)
- Broom (Mirror Room)



23 The Observatory



The only star you have time to gaze at is the one hanging on the far wall. Once you're all finished in the Observatory, climb the ladder and enter the tower's turret.

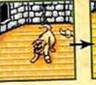



Grab the shooting star, then look behind the map. Take the rod or you'll be in for a shock later. Don't waste inventory space by picking up the scroll—it's useless.

24 Golden Thorn



That object lying beside the woman is the Golden Thorn, one of the sacred relics. But it turns out that the woman is a slobbering werewolf who's a little possessive.




Folklore states that a silver bullet can destroy a werewolf, but since your quest predates bullets by a few hundred years, a silver arrow will suffice. Do you recall where it is?

25 Platinum Horn



There are many sacred relics to be had here. As soon as you try to pick the horn up, though, a fiery hellhound will cruise through the doorway.




Dogs tend to like water, but chances are that a hellhound wouldn't be very fond of Holy Water. Douse the dog and pick up the horn. Nice doggie—now play dead.

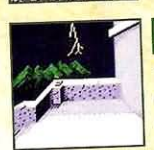
26 Bladed Sun



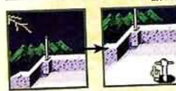
A Wyvern fiercely guards the Bladed Sun. The only way to retrieve it is to use the shooting star on the Wyvern.



27 Lightning Strikes



There's a storm brewing, and if you can't redirect the power of the lightning (that is, direct it away from you), then your suit of armor will become a pressure-cooker.

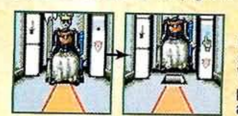


Place the rod in the hole at the edge of the platform. As soon as you do so, lightning will strike and the energy will cause a skeletal hand to give you a wand.

28 The Balcony



As you walk down the stairs, you will spot a musty bag and a glistening pot o' gold. Since there's no rainbow pointing to it, the pot of gold must be a trap. Opt for the bag and pocket the gold coins inside. You'll need them later.

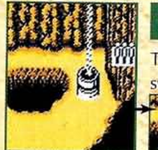


29 The Throne Room

Apparently, Sir Doogan's been sitting there a long time. He couldn't be more dead, so don't worry about him. He won't give you any grief.



Doogan would look more "kingly" with a scepter in his hand, so give him yours. When the panel on the wall moves, place the ring in the tiny hole and reveal a hidden passage.



30 Hotter Stepper

Walking on water is tough enough; boiling lava should be impossible. You're going to have to find another way across the lava bridge—perhaps some magic might help.





You'll need to learn another spell to cross the lava. The spell is in the book. Put on the glasses so you'll be able to read the text. After you learn the Motari spell, invoke it to pass safely.

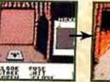
31 The Silver Orb

To retrieve the orb, you must operate the three switches in a pattern. Examine the stairs in the Sphinx's chamber (22) or see the illustration in the lower left.



32 Magician's Chamber

The Magician is very wise and will help you on your quest. Remember his words, because you will need them later. Also, take the scroll and learn the Ulterior Humana spell.





To reach the Magician, you will need to do some backtracking. Return to the Epor room (6) and go through the back door. Use the third gem to open the door.



4 Snake Bridge

You must cross the rickety bridge. Since the bridge will barely support your weight, drop everything except a torch and the wand. Use the wand on the snake statue.



15 The Troll Lives!

The troll is back, and he's a little irritated with you. Use the Ulterior Humana spell to slip past him unnoticed. When you have the Staff of Ages, you will be ready to do battle with the Behemoth.



33 Gargoyles

Truth be told, Gargoyles are sensitive to light. To pass by them without a hitch, call upon the power of the Instantum Illuminaris spell to blind them, then stroll through the door and meet your destiny.

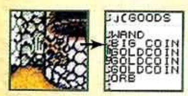
The Final Battle

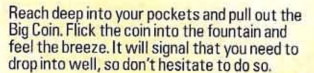
With all the sacred relics in hand, you possess the ability to defeat the Warlock Lord and the Behemoth. But first, you'll need to find them. If you have not collected the Big Coin and the little coins, do so before venturing further. Your adventure is almost near its end, knight, so keep your chin up and your wits about you.



34 The Well

Use the crank to open the well. You'll find that it's a wishing well, and as the tradition goes, only those willing to part with a little cash can reach their dreams.



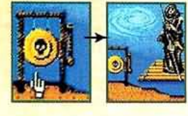


Reach deep into your pockets and pull out the Big Coin. Flick the coin into the fountain and feel the breeze. It will signal that you need to drop into well, so don't hesitate to do so.



35 Kros Misjudgment

To reach the other side of the river, you will need a boat. And boats don't come cheap (neither do their captains), so be prepared to part with a gold coin.

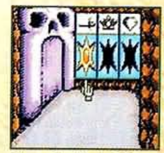


You must bang the gong to summon Kros. Use the mallet on the gong and wait for the ghostly skiff to appear. For only a coin, the boatman will escort you across the river.



36 Skull Gate

The Behemoth lurks on the other side of the door. You must assemble the sacred weapon from your relics. Combine the Staff and the Orb, then add the Golden Thorn.







Place the Bladed Sun underneath the sword marker. This will open the lock. To open the door completely, you must use your final relic. The tones you play on the Platinum Horn will throw open the Skull Gate.



The Behemoth

The Behemoth will begin to pull itself from the abyss. Counter the powers of the Warlock by using your sacred weapon against the Behemoth, and save the realm!



THE CHALLENGES

#1 MY KINGDOM FOR A HORSE

Once you've won Epona from Ingo, revisit Lon Lon Ranch to race in Malon's obstacle course. Ride your steed with record speed, photograph your time, then send it in to prove you really are the Hero of Time.

#2 19 GOLDS FOR RED 5

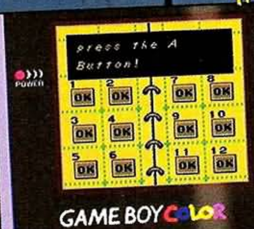
If the force is with you, you'll be able to unlock Rogue Squadron's three hidden stages. And if you're truly Jedi material, you'll be able to secure a gold medal in all 19 stages. Send us a pic of your 19 gold medals, and you'll score some Power Stamps.

#3 SMILE—YOU'RE ON KOHOLINT ISLAND!

The new color version of Link's Awakening features a photographer who'll snap your picture in 12 special locations. After you've posed a dozen times, visit the Camera Shop north of the cemetery and snap a photo of your completed album.


THE LEGEND OF ZELDA: OCARINA OF TIME

STAR WARS: ROGUE SQUADRON



THE LEGEND OF ZELDA: LINK'S AWAKENING DX

NP SCOREBOARD

NAGANO WINTER OLYMPICS '98

Best Snowboard Times for the Giant Slalom (Vol. 107)

Robert Coulson, Phoenix, AZ	1:05.55
Kyle Houff, Luray, VA	1:13.06
Charlie Kinzer, Watseka, IL	1:13.33
Bob Drake, Goshen, NY	1:13.63
Sean Metter, Concord, CA	1:15.99

JAMES BOND 007

Biggest Blackjack Win (Vol. 109)

Matt Neff, St. Charles, IL	$99,980
Daniel Wang, Fairfax, VA	$50,500
Andy Hubbard, Burleson, TX	$33,500
John Hughes, Denver, CO	$15,000
Alex Graves, West Chester, OH	$14,000
Shane Haehlen, Lexington, KY	$12,000

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Matt Kreuz, Jessup, MD	1,545
Chris Sherman, Massapequa, NY	1,544
Michael Leahey, Bayonne, NJ	1,539
Peter Dyrud, Brooklyn Park, MN	1,537
Nick Behrens, Madison, MN	1,533
Justin Beam, Edmond, OK	1,532
Chuck Grant, Pickens, SC	1,527
Zach Sarver, Macy, IN	1,523
Scott Zdankiewicz, Londonberry, NH	1,523
C. Odum, Sun Prairie, WI	1,519
Eric Wiener, Plantation, FL	1,507
Christopher Conway, Murrysville, PA	1,503
David Wright, Sartell, MN	1,501
Toan Truong, Lomita, CA	1,494

WHERE AM I?

Learn about this mask that appears in this month's Ocarina of Time article, as well as in a disguised spot in the mag. Hunt high and low to unmask its hidden location.

QUIZ

OCARINA OF TIME TEST

If you're as sharp as Link's sword, you've noticed the little extras and trivial tidbits that fill The Legend of Zelda: Ocarina of Time. See how detail-oriented an adventurer you are by taking this test. Answers will appear in Arena next month, and even if you're not tuned in to the finer details of the game or able to answer all the questions, you'll probably learn some new tricks from this quiz.

1. What do you do to a Gossip Stone to make the rock launch like a rocket?

2. What do you do to a Gossip Stone to make it spin and stretch?

3. Who reacts with "Er, what? Are you sad? Happy? I really can't tell..." when you wear the Zora mask?

4. Who refers to Link as Mr. Hero?

5. Where is the jukebox?

6. What color is Amy Poe?

7. Whose house has a picture of a dragon carved into it?

8. What do you do to a sign you've chopped down to make it magically reassemble itself?

9. How many of Hyrule Field's nocturnal skeletons (Stalchildren) do you have to slay in a row before a large skeleton rises from the ground?

10. Which side of the Shadow Temple boat must you leap from before the ship sinks?

QUIZ

ALSO KNOWN AS...

What's in a name? As far as video game names go, there can be quite a bit of meaning buried in them. Using synonyms and crossword-style clues, we've disguised the names of some video games, so something like "Life story fanatics" could also be known as Midway's "BioFreaks." Can you get a handle on these renamed game handles?

1. A MALE DEER'S BLUNDER
2. A GARFUNKEL, LINKLETTER AND ALEXAKIS WHO MORTALLY WOUND
3. GIBSON'S LETHAL WEAPON PARTNER
4. PRODUCERS OF CHICANERY
5. DANGLING MOMENTS IN PRO HOOPS
6. TOUPEE RODENTS
7. FLAXEN CHICKEN CHUNK
8. THE FONZ WORKING AS FARM HELP IN SIN CITY

As a washing machine in Banjo-Kazooie's Mumbo's Mountain, can you get all the Jinjos without getting a single note?—A TWISTED CHALLENGE FROM EVAN O'BRIEN OF OAK PARK, IL

In GoldenEye 007, can you shoot a mine in midair using your laser? —A TWISTED CHALLENGE FROM JOHN REYNAGA OF STOCKTON, CA

YOSHI'S STORY

Highest Scores for Ghost Castle (Vol. 108)

Marcus Roux, Baton Rouge, LA	6,476
Kan Zhu, Tempe, AZ	5,677

Highest Scores for Mecha Castle (Vol. 108)

Adam Bartlett, Toronto, ON	6,728
Marcus Roux, Baton Rouge, LA	6,726
Shane Clark, Ambler, PA	5,808
Scott Richardson, Humble, TX	5,803

Highest Scores for Lift Castle (Vol. 108)

Kan Zhu, Tempe, AZ	5,819
Michael Stern, Belle Mead, NJ	5,428

Highest Scores for Magma Castle (Vol. 108)

Louis Montambeault, St-Augustin-de-Desmaures, QC	5,733
Nick Melendez, North Lauderdale, FL	5,731
Chris Goetz, Sault Ste. Marie, MI	5,722

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than March 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733



ANSWER TO VOLUME 116

WHERE AM I?:
The Kakariko Windmill



Now Playing

Your Power Guide To The Latest Releases
February 1999

Game Boy Color · Nintendo 64 · Super NES

CASTLEVANIA

- Konami/96 Megabits
- 1 player
- Controller Pak compatible
- 2 characters
- 2 paths

TEEN

SCORES

H-8.0

S-7.2

SP-8.5

P-8.0

T-6.7

Konami serves up neck-biting thrills on the N64.

GRAPHICS Konami did an excellent job creating a haunting atmosphere. Everything from special effects such as lightning and mirrored reflections to the creepy animation of the enemies puts this game at the top of the horror list.

PLAY CONTROL For the most part, control is fairly responsive, but there are some difficulties with the cameras, particularly when your character is around walls. The auto-aiming feature helps enormously. Even when you can't see an enemy, you can hit it. The jump and grip maneuver is awkward at first.

Boss view

GAME DESIGN Castlevania combines lots of action with some puzzles and a surprising amount of story and character interaction. Each hero character follows a separate path and story line in several areas of the game.

SATISFACTION In spite of some control problems, Castlevania and action fans will howl with joy.

SOUND The music is perfectly suited to the subject matter, and the sound effects are equally impressive.

COMMENTS *Scott*–It's a little uneven, but when Castlevania heats up, it provides some of the best action on the N64. *Dan*–It would be nice to have a map with this game. *Paul*–I'm just glad that Konami pulled it off so well. *Henry*–Blurry graphics at times, but this is a fantastic version of Castlevania in 3-D.

GRAPHICS=7.9 PLAY CONTROL=7.3 GAME DESIGN=8.0 SATISFACTION=8.1 SOUND=7.9

OVERALL RATING 7.9

MARIO PARTY

- Nintendo/96 Megabits
- 1 to 4 players simultaneous
- Rumble Pak compatible
- 6 boards
- 50 bonus games

EVERYONE



SCORES

E-7.2

S-8.3

T-8.5

H-8.0

SP-8.2

Mario and friends throw a board game bash on the N64.

GRAPHICS The graphics are a feast of color and fun in 3-D with some prerendered backgrounds. The variety of the board games and bonus games gives players lots to look at and experience.

PLAY CONTROL Play control styles vary greatly in the bonus games according to the many activities players take part in. Most of the games are simple enough to learn in a few moments.



GAME DESIGN Creating a board game in a video game format isn't new, but the interactivity of the many bonus games in Mario Party is unique. The Party turns out to be a fast-paced affair with challenges around every corner.

SATISFACTION Granted, Mario Party seems young, but the variety of play, particularly as a multiplayer game, makes it suitable for all ages and skill levels. As a one-player game, waiting around for computer-controlled characters to move can make the party seem tedious.

SOUND The sound is upbeat and lively with plenty of special sound effects. The use of voice is quite limited.

COMMENTS *Scott*–If you have a group ready to play, this game is great. *Erich*–A great four-player game, but the replay value wears thin after awhile. *Henry*–The minigames are fast-paced, easy to learn, and full variety. *Jason*–Like any party, it's fun only when a lot of people are involved. *Todd*–Not enough depth.

7.9 OVERALL RATING

GRAPHICS=8.1 PLAY CONTROL=7.4 GAME DESIGN=8.6 SATISFACTION=7.6 SOUND=7.6

SNOWBOARD KIDS 2



- Atlus/128 Megabits
- 1 to 4 players simultaneous
- Rumble Pak compatible
- 12 areas
- 12 boards

EVERYONE



SCORES

D-6.2

J-7.8

SP-7.0

S-8.2

T-7.5

Now have more fun on the slopes with the kids from Atlus.

GRAPHICS Atlus has recreated the look of the original Snowboard Kids for this sequel. The result is a very colorful, 3-D cartoon style game. The range of settings for the tracks is even greater than in the original, though, and the overall quality of the graphics is better in this game.

PLAY CONTROL Boarding is a much simpler matter in SK2 than in simulation snowboard games, since there isn't much of a stunt factor. Instead, the most difficult control function is timing counter-attacks to prevent your character from being flattened by offensive items.



GAME DESIGN The adventure mode has more to it this year with bosses and extra characters. The three extra games add to the variety of the package with shooting and other skills. On the downside, CPU characters seem to cheat when they knock you off at the last second—a common occurrence.

SATISFACTION This is a nice break from ultra-realistic sports games. Think of it as Mario Kart on a snowboard.

SOUND The music and sound effects are fitting for a light racer such as Snowboard Kids 2, even though it's all a bit frantic.

COMMENTS *Scott*–An improvement over last year's game in all areas. *Paul*–Don't let the cutesy graphics fool you. There's challenge in the one-player mode and lots of party-time laughs in the multiplayer mode.



7.3 OVERALL RATING

GRAPHICS=6.9 PLAY CONTROL=7.9 GAME DESIGN=7.3 SATISFACTION=7.4 SOUND=7.1

PENNY RACERS



- THQ/64 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Track editor





SCORES

D-6.2

ED-5.7

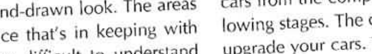
P-7.3

S-7.7

SP-6.9

Play the tracks in the game or make your own!

GRAPHICS The cars tend to be more cartoonish than you'd expect with an almost hand-drawn look. The areas have a clean, simple appearance that's in keeping with the cars. The menu screens are difficult to understand and navigate.



PLAY CONTROL The key to the game is in the upgrades to the basic vehicles. A vehicle without any setting improvements isn't overly impressive, particularly when it is off the track. With the right settings, play control is tighter.

GAME DESIGN The structure of the game is unusual, since you can win cars from the computer opponents then race them in following stages. The challenge isn't great once you learn to upgrade your cars. The track editor is the most important innovation in the game, and it is the best reason for players to look closely at Penny Racers. There's also a Mario Kart element of using items to foil opponents.

SATISFACTION This isn't a realistic sim racer, but the ability to win cars and the track editor option make it interesting.

SOUND The music and sound effects also follow in the path of Mario Kart.

COMMENTS *Jason*–Track edit mode makes Penny Racers perhaps the most replayable N64 racing game. *Dan*–No real sense of speed. *Ed*–The play control was annoying.

6.9 OVERALL RATING

GRAPHICS=6.6 PLAY CONTROL=6.7 GAME DESIGN=7.4 SATISFACTION=6.9 SOUND=6.4

WCW NITRO

- THQ/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 6 modes
- 16 wrestlers





SCORES

S-5.8

J-5.3

H-4.2

P-4.7

SP-5.6

The party gets ugly in THQ's WCW Nitro.

GRAPHICS Graphics are the strength of this game. The WCW and NWO wrestler characters look very much like the real guys. When four wrestlers join in the action, there is slow-down on the screen. At other times, the camera moves away from the action, and wrestlers can be hidden from sight.

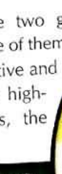
PLAY CONTROL Awkward controls and slow reactions are two things you don't want in a wrestling game, but Nitro exhibits both. The button configurations for special moves are unintuitive. Basic moves are limited.

GAME DESIGN The six play modes include tournaments, exhibitions, tag team matches and a Battle Royal. You can taunt during a match and select options that allow for surprise attacks.

SATISFACTION Nitro doesn't compare well to either of THQ's previous WCW/NWO titles or Acclaim's WWF WarZone.

SOUND Uninspired sums up the quality of the music and sound effects in Nitro. Voice commentary is limited to announcing special moves.

COMMENTS *Scott*–WCW fans have two great games to choose from, but this isn't one of them. *Henry*–This game is a chump! Unintuitive and unresponsive control are almost the highlights. *Sonja*–Despite great graphics, the game play is horrible.





GRAPHICS=7.3 PLAY CONTROL=4.6 GAME DESIGN=5.0 SATISFACTION=4.0 SOUND=6.3



WARIO LAND 2

- Nintendo/8 Megabits
- 1 player
- Battery-backed memory
- Game Boy Color enhanced

EVERYONE E CONTENT RATED BY ESRB



GAME BOY COLOR

SCORES

E-7.5
S-8.7
SP-8.1
T-8.7
8.5

Wario's second adventure returns in living color.

GRAPHICS The graphics are gorgeous. The reissued Wario Land 2 has been beautifully enhanced to make use of Game Boy Color palettes. The characters and backgrounds all look great–a taste of things to come.

PLAY CONTROL Just as before, WL2 has excellent character movement play control. When Wario transforms, the play control and strategy changes according to the form that he takes.

GAME DESIGN The game is identical to the first release version in all strategic aspects. Since there are many routes to take in this game, even players who have finished the original game are likely to find new paths when they replay the color version.

SATISFACTION If you've never played this game on the original Game Boy, you owe it to yourself not to miss it a second time, particularly when it looks so great. If you've played it before, the experience may seem new in color.

SOUND Very good sound all-around.

COMMENTS *Scott*–A great game gets better, but color alone may not be enough for everyone. *Todd*–I would have liked to see at least one new level added. *Sonja*–I can never get enough of this game...and now it's in color. Who could ask for more? *Erich*–The clarity of the graphics, added to the already fun game content, make this game a good buy.



GRAPHICS=8.4 PLAY CONTROL=8.0 GAME DESIGN=8.2 SATISFACTION=8.2 SOUND=7.4

8.1 OVERALL RATING



SHADOWGATE CLASSIC

- Kemco and Nintendo/8 Megabits
- 1 player
- Battery-backed memory
- 40 rooms

EVERYONE E CONTENT RATED BY ESRB

GAME BOY COLOR

SCORES

J-6.6
ED-8.6
T-6.7
S-7.0
SP-7.6

An NES classic gets a face-lift for Game Boy Color.

GRAPHICS The screen of Game Boy Color doesn't have the same resolution or dimensions of the NES and a regular television, but Shadowgate Classic is about as close to the original as you can imagine. Don't expect animation in this text-style RPG. The graphics may look good, but they're static.

PLAY CONTROL Cursor movement is the only form of play control you'll encounter in Shadowgate Classic. You'll point at objects and click on commands. Although the cursor is small on the little screen, it's usually easy to see.





GAME DESIGN The difference between Shadowgate Classic and the original Shadowgate is in the screen dimension, and that's it. All the other puzzles, traps and enemies are identical. Shadowgate newbies can expect to lose a lot of lives as you move from one treacherous room to the next...or read this month's walk-through and live happily ever after.

SATISFACTION You'll have to use your brain, but that's not such a bad thing, is it? The term "classic" is well-chosen.

SOUND Surprisingly good music for Game Boy.

COMMENTS *Scott*–The original was in my top 20 NES games. On GBC, it's up there again. *Jason*–A point and click adventure on Game Boy can only be so exciting. *Ed*–The save option makes it a great travel game.

GRAPHICS=7.0 PLAY CONTROL=7.2 GAME DESIGN=7.7 SATISFACTION=7.2 SOUND=7.2

7.3 OVERALL RATING



HEXCITE

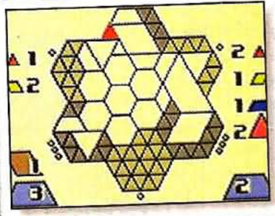
- Ubi Soft/8 Megabits
- 1 or 2 players simultaneous
- Game Boy Color enhanced
- Game Link compatible
- On-screen tutorial

SCORES: E-6.0, P-7.7, H-6.5, SP-7.5, S-6.8

Ubi Soft has a new angle on Game Boy Color puzzles.

GRAPHICS The board and pieces in Hexcite are very simple, which is an essential part of the game. Players must be able to identify the edges of pieces easily in order to place their pieces correctly. The eight selectable Game Boy Color palettes are on the plain side, although this doesn't detract from the game.

PLAY CONTROL Control of pieces is very precise. Players can move the pieces anywhere over the board and rotate them 90 degrees in order to get the right fit.



GAME DESIGN For puzzle games, design is the critical category, and it's the area in which Hexcite really shines. Like Tetris, Hexcite tests players' spatial problem-solving skills, but the game is very different from Tetris because it doesn't have a time-limiting factor and you always have an opponent, either human or computer.

SATISFACTION Puzzle fans of all ages and skill levels should enjoy this game once they figure out what's going on. The game isn't immediately intuitive.

SOUND The simple music doesn't add much, but there are theme variations, and you can turn it off.

COMMENTS *Scott*–This proves that good puzzle games don't have to end in 'tris.' *Erich*–A fun little puzzle game that's perfect for Game Boy. *Henry*–The graphics won't attract anyone to this game, which is too bad.

6.9 OVERALL RATING

GRAPHICS=5.1 PLAY CONTROL=7.4 GAME DESIGN=7.6 SATISFACTION=7.4 SOUND=6.1

LEGEND OF THE SEA KING

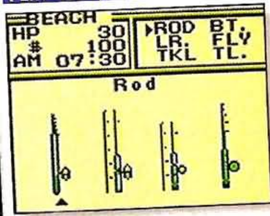
- Natsume/8 Megabits
- 1 player
- Battery-backed memory
- Adventure Mode
- Virtual aquarium

SCORES: S-7.0, T-6.7, J-7.9, ED-5.7, SP-7.7

Natsume spins a whale of a tale for Game Boy.

GRAPHICS Even though this game wasn't enhanced with special Game Boy Color palettes, it looks great on either the black and white screen or the new color screen. Characters, screen text, and even the fish on the line all appear clear and easy to see. The tiny fist on the fighting screen is one area that could have been improved.

PLAY CONTROL There's an amazing amount of control in this game. From fighting sea creatures with your fists to teasing a lunker with a lure, Sea King requires patience, strategy, and a variety of control skills.



GAME DESIGN The design for Sea King comes straight from the Legend of the River King, with a new setting and new fish. The virtual aquarium has more variety than in the previous game, although it's still less involving than Pocket Pikachu or Tamogotchi.

SATISFACTION Although RPG fishing games may seem about as exciting as watching the waves roll against the shore, in fact there's a lot of strategy and story in this title. RPG fans owe it to themselves to try a few casts.

SOUND The music gets repetitious, but the sound effects can be useful when fishing.

COMMENTS *Scott*–Those eight megs are all game, not enhanced color data. *Jason*–A game for a patient adventurer. *Sonja*–The first game was novel. This is just fishing.



GRAPHICS=6.7 PLAY CONTROL=6.8 GAME DESIGN=7.0 SATISFACTION=6.5 SOUND=6.8



TUROK 2

- Acclaim/8 Megabits
- 1 player
- Game Boy Color enhanced
- 8 stages

EVERYONE E ESRB

SCORES
ED-6.0
H-6.9
S-7.0
SP-6.9
T-6.6

Now there's a little adventure for the hero of the Lost World.

GRAPHICS Although you wouldn't expect the incredible graphics of the N64 version of Turok 2, this Game Boy Color game of the same name does a nice job on the small screen. Animation and frame rates are very good, but more variety in some of the levels would have been nice.

PLAY CONTROL Turok has a wide range of moves, just as in last year's side-scrolling adventure starring the Native American hero. Turok can swim, crawl, climb, shoot at angles and use several different weapons. Selecting weapons, as in last year's game, is more awkward than necessary.



GAME DESIGN Other than a few lapses where there doesn't seem to be much to do, or where it isn't clear just where to go, Turok 2 provides a good mix of side-scrolling action and fighting. The challenge level is moderate in most stages and the bosses are few and far between.

SATISFACTION If you like big action games on the small screen, this is a good choice. The story and objectives are different from Turok 2: Seeds of Evil for the N64.

SOUND The sound effects can be helpful.

COMMENTS *Scott*–The game could have used shorter stages with more action in them...and more color. *Henry*–The play control is quite responsive and the speed of the game is very solid for Game Boy. Using "Select" to reveal which NPCs are enemies was a cool idea.

GRAPHICS=6.8 PLAY CONTROL=6.8 GAME DESIGN=6.8 SATISFACTION=6.4 SOUND=6.4

6.4 OVERALL RATING

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- ANDY(AH)-Action, Adventures, Puzzles
- ARMOND-Fighting, RPGs, Adventures
- DAN-Action, Adventures, Sports
- ED-Sports, Puzzles, Action
- HENRY-Fighting, Action, Sports
- JASON-Adventures, Action, Puzzles
- PAUL-Fighting, Sports, Simulations
- SCOTT(SP)-Sports, Simulations, Adventures
- SONJA-Puzzles, RPGs, Fighting
- TODD-Sports, Action, Adventures

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 20%
- SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



All Ages

Early Childhood



Teen (13+)

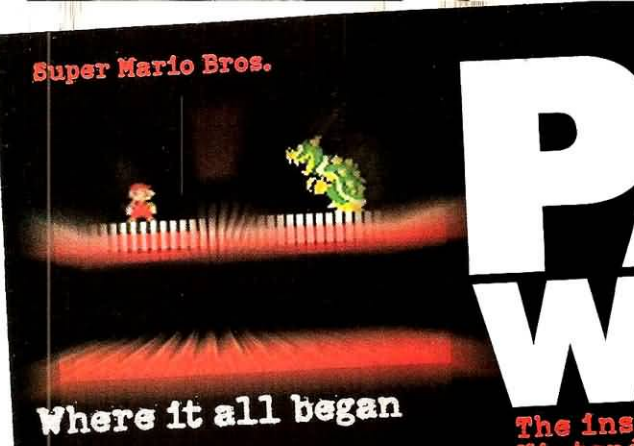
Mature (17+)



Adult (18+)



Games that were released prior to the commencement of the ratings system are designated NR.



Where it all began

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

CALIFORNIA SPEED



Surf, sun and speed.

CHAMELEON TWIST 2



Twist and shout!

TRIPLE PLAY 2000



Welcome to the show.

THE NEW TETRIS



A new puzzle on the block.

TIME TRAVEL POSSIBLE WITH GAME BOY COLOR: NINTENDO REVISITS SUPER MARIO BROS.

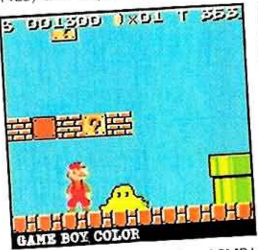
Fourteen years after it was first introduced, Super Mario Bros. will return to active duty on Game Boy Color. With the return of Super Mario Bros., a new generation of gamers will revisit an important milestone in video game history.

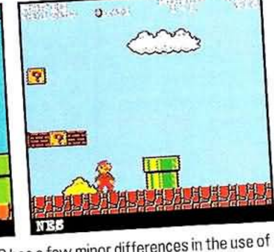
When the first home video game market created by Atari crashed in the early '80s, several years passed before an upstart arcade company called Nintendo decided to try it again. Most people thought Nintendo was crazy to enter this "dead" market, but they weren't counting on Nintendo's secret weapon–Super Mario Bros. and the Nintendo Entertainment System.

No home console had ever boasted graphics and game play of the quality of the NES, and Super Mario Bros. was for many players the first taste of Shigeru Miyamoto's magic. Super Mario Bros. established the platform game category as the action staple of video games. It introduced the idea of free-form play that encourages players to explore the game world and discover all of its secrets. Mario, the hero of the game, became so popular that he starred in TV shows and a movie and appeared on countless products. In fact, Mario became better known than Mickey Mouse.

The Game Boy Color version of Super Mario Bros. differs only in graphic resolution and screen dimension.

The eight worlds, koopa enemies and Bowser remain the same. Converting classic NES games to Game Boy Color may well be the video game equivalent of a time machine. Shadowgate Classic and Super Mario Bros. are just the first examples of this virtual trip to the golden age of 8-bit gaming, but you can bet that other games will reappear, as well.





The Game Boy Color version of SMB has a few minor differences in the use of palettes and resolution, but otherwise it is identical to the classic version.

A NEW TETRIS FOR A NEW MILLENNIUM

Over the past months, Nintendo has been working behind the scenes with Blue Planet and H2O, cooking up the latest version of Tetris, the second to appear on the N64. The New Tetris may not have some of the radical new pieces of Capcom's Magical Tetris Challenge Featuring Mickey, but it includes several innovations including the first four-player mode of Tetris.



Building blocks of a New Tetris

Innovation and refinement have been the two keywords for the development of a more elegant Tetris fit for the N64. In addition to the new multiplayer mode, the game focuses on line scores and rewards. In both single- and multiplayer modes, players can choose Marathon, Sprint or Ultra contests. In the Marathon, the game continues for as long as you continue to keep the well from filling up. The Sprint contest takes just three minutes. The idea is to clear as many lines as possible within that time. In the Ultra Mode competitors' scores depend on how many lines they clear per minute, and the rate of scoring can be handicapped so that experienced players can compete directly with novices.







Wonders of the World

Collecting tens of thousands of lines in Tetris may be all well and good, but what does it really get you in the end? In The New Tetris, you'll never have to wonder if you're frittering away your life because the goals and rewards are no less than the creation of eight Wonders of the World! That's right, by scoring a preset number of lines, you can build a 3-D replica of an awesome structure out of the mists of time. Pyramids, towers, tombs and castles appear at various levels of completion as your score mounts, culminating in the finished structure. Each Wonder will cost twice the amount of the previous Wonder, but there a some new ways to collect lines, as well, including the winner-takes-all scoring of the multiplayer game. Players can take their winnings with them, too, saving their lines on a Controller Pak and taking them home.

Take out the garbage

So just how do you earn all those thousands of lines? One way to do it is to send garbage to your opponents. The more garbage you send their way by scoring multiple lines and bonuses, the more trouble your opponents will have keeping up with the falling Tetrads. And with three or four players joining in, players can choose who gets their garbage. In that way, you can gang up on the leader or seek revenge on the player who dumped garbage on you earlier.

Build it and They Will Come

The New Tetris will feature dramatic, photo-realistic backgrounds and wells in themes that span the globe, with accompanying music that is equally international. As for game play, Tetroids (Tetris players) will be able to "hold" one piece in a side box for as long as they want until a spot opens up to use it. Even better than that, players can score extra bonus lines by building multi-squares, 4x4 squares composed of different Tetrads, and monosquares, squares composed all of one type of Tetrad. But even with all this going for it, perhaps the best thing about The New Tetris is that it preserves the fun of the original Tetris so well.



Pak Play

Hands-on previews of upcoming games.

ZERO HOUR FOR THE DUKE

The master of mayhem will return early this year when GT Interactive releases Duke Nukem: Zero Hour, and the Duke has never looked quite so real. The big change for this N64 exclusive title is that the game takes place in third-person perspective so you see and control Duke directly on screen. The result is more of a Mission: Impossible feel, but the game play is just as rough and raunchy as the earlier N64 and PC games. The control—similar to the controls in Turok 2—takes a little getting used to. Options include two- three- and four-player matches in three styles of play: Dukematch, Last Man Standing, and King of the Hill. You can play any of those games in one of eight special areas designed for multiplayer matches. The new Duke also features both High and Low-Res graphics, Rumble Pak setting control and Controller Pak save options. From the trash-talking to the cool weapons, this Duke moves the series to a new dimension.







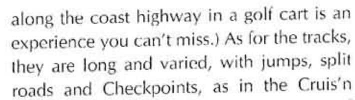


PARTY WITH THE RUGRATS

Mario Party isn't the only board-style N64 game set to debut early this year. THQ's Rugrats game features board worlds, such as an Aztec Temple and a Pirate Ship, on which players move from square to square, consuming cookies, discovering treasures and interacting with human and game characters. Also like Mario Party, Rugrats highlights multiplayer gaming, although there is a one player vs. CPU characters option. The 3-D graphics in our early test version looked great, and play control seemed easy enough for any age group. The play is much more like a traditional board game than Mario Party, since all the action takes place on the board instead of in mini-games. THQ hopes to release the first Rugrats offering for the N64 in April, and that's no fooling.

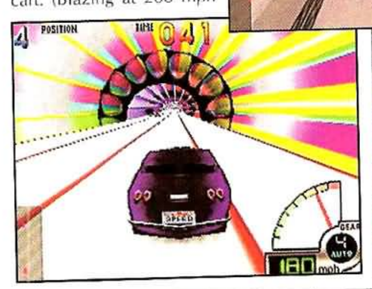


CALIFORNIA SPEEDIN'



Midway continues its arcade racing tradition for the N64 with California Speed—a one- or two-player, point-to-point and circuit racer out of the mold of the Cruis'n series. Our close-to-complete version of California Speed featured 14 tracks and 20 vehicles. The vehicles took the form of cars, trucks, a forklift and even a golf cart. (Blazing at 200 mph along the coast highway in a golf cart is an experience you can't miss.) As for the tracks, they are long and varied, with jumps, split roads and Checkpoints, as in the Cruis'n games. Best of all, Speed lives up to its name. The fantasy graphics may not be ultra realistic, but the sense of speed and ease of control make up for it. Look for this one in March, but don't blink.



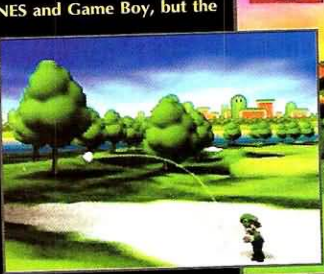






MARIO TEES IT UP

Coming this summer, Mario Golf will place the famous plumber and nine of his pals in sporting roles on the golf links. Video duffers will recall that Mario has appeared in golf games previously for the NES and Game Boy, but the 3-D world of the N64 will make the golfing experience more realistic and captivating than previous rounds. The plan is to include 10 characters, six 18-hole courses, a Time-Attack Mode and a Club Handicap Mode. The 128- megabit game will have one- to four-player compatibility and multiple camera angles for watching your shot. We think these exclusive first screen shots of Mario Golf will make players green with envy.











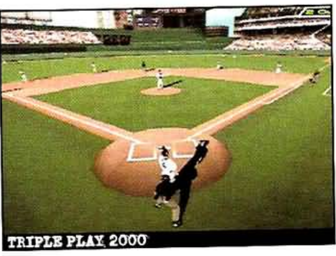
Mario and friends will make a fearsome foursome....

Pak Peeks

What's breaking in the world of games.

It's a Triple Play!

EA Sports is bringing its signature baseball series to the N64 for the 1999 season just in time for opening day. Triple Play 2000 will be packed with game play, animation,


TRIPLE PLAY 2000


TRIPLE PLAY 2000

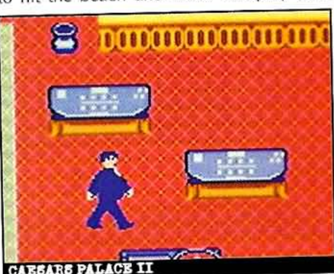
camera angles and stats, and it s guaranteed to be a contender in the pennant race with Nintendo s Ken Griffey Jr. 2 and All-Star Baseball 2000 from Acclaim. In addition to the expected MLB and MLBPA licenses, Triple Play will feature 75 camera angles, Rumble Pak compatibility, animated player expressions, a special N64-only Arcade Mode, and the ability to process approximately 1,300 stats for every player. With all of that plus a career mode that lets you create teams and control them over multiple seasons, Triple Play 2000 looks like a Grand Slam.

Get Ready to Rumble on Game Boy Color

Now that the Rumble Pak has been accepted as a part of most N64 games, Game Boy Color wants to get into the act with its own version of the Rumble Pak. The first rumbling GBC title in North America will be Top Gear Pocket. The rumble unit is built right into the Game Pak, so players won t have to make a separate purchase. The rumble effects are surprisingly strong, and, as in the N64 version, there are several varieties of rumble that programmers can add to the game. In Top Gear Pocket, the Rumble Pak kicks in when you crash or as you squeal around corners.

Surfin' with Caesar

Interplay, the original creator of the Caesars Palace series of gambling games for the PC, will release a Game Boy Color version of Caesars Palace II in March along with a new surfing title called Wicked Surfing, also for Game Boy Color. We haven t had a chance to hang 10 with the surfing game yet, but we did receive a close-to-complete version of Caesars Palace II. The 19 games of chance included Blackjack, Roulette, Slots, Video Poker, Keno and other casino-style favorites. On-screen tutorials help out with useful gaming strategies from pros. After you win your fortune, you may want to hit the beach and relax. Interplay calls


CAESARS PALACE II

Wicked Surfing the only surfing sim on Game Boy Color. True enough. The game consists of a trick-oriented Thrash Mode and a tournament-style Contest Mode that s more like a real surfing competition.

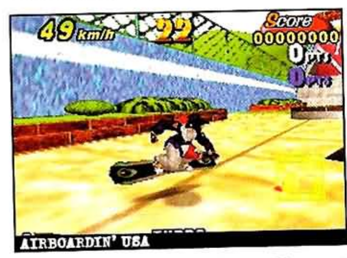
Twisted tales

Sunsoft s Chameleon Twist II showed up in preview form recently at Pak Watch, featur-


CHAMELEON TWIST II

ing more cute chameleons who find themselves thrown into dangerous fantasy worlds filled with equally cute baddies. The big innovation of the original Chameleon Twist was the use of the hero s prehensile tongue as a weapon and as a means of getting around. Chameleon Twist II uses the same controls as the original, but the graphics have been considerably improved. Sunsoft hopes to release this sequel by the second quarter of 99. Sunsoft also plans to release Snow Speeder in North America as soon as they get the final English version. This skiing and snowboarding mix from Imagineer has been in the works for nearly two years, but it could be finished and released by March or April.

ASCII reports that AirBoardin USA is still several months away from release. The game is essentially complete, but a few tweaks still need to be done to the sound. The rest of the game from Human Entertainment in Japan has come a long



AIRBOARDIN' USA

way since we last peeked at it. The stunt system now works smoothly, and players are rewarded with extra turbo power for

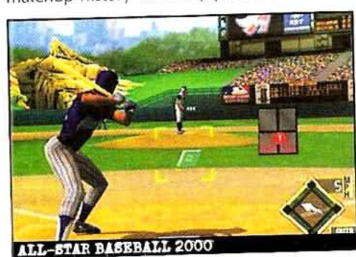
COMING SOON

completing stunts. Expect to see this boardin game before summer.

Another title that s getting some extra development time is Harrier 2000 from Video Systems. The early 99 release date has slipped to midyear.

Another particularly challenging project seems to be Earthworm Jim 3D. Interplay recently announced that Take 2 Interactive Software will publish the title. The development team at Vis has created some nice graphics, but the game is still likely to be at least nine months away from completion. In other news, Take 2 plans on following up a strong start on Game Boy Color with two more titles: Silicon Valley and Jazz Jackrabbit II. If Silicon Valley GBC is anything like the N64 games Game Boy players will have plenty of great puzzles and sheep jokes ahead.

With baseball s spring training about to begin, we thought we d pass on an early screen shot of All-Star Baseball 2000 from Acclaim. This year s campaign contains a new High-Res mode, 400 new animations, more graphic detail, Rumble and Expansion Pak support, improved AI that mimics the tendencies of real players and an on-screen matchup history for every pitcher and batter



ALL-STAR BASEBALL 2000

confrontation. The developers at Iguana aren t resting on their laurels. Every aspect of last year s hit will be updated and improved. Acclaim is also working on a new WWF game for the N64, WWF: Attitude, which will feature at least twice as many WWF wrestlers as Warzone, plus new marquee moves and characteristic sound bites from every wrestler.

Finally, from Hudson Soft in Japan, comes word (and a screen shot) of a new N64 Bomberman game. Bomberman 3 will be another action adventure starring the world s most famous pyromaniac.

Beetle Adventure Racing



Electronic Arts

Rayman 2



UBI Soft

NHL Blades of Steel



Konami

VRally



Infogrames

Jet Force Gemini

Rare

Bomberman 3



Hudson Soft

RELEASE FORECAST

NINTENDO 64

AIRBOARDIN' USA	SPRING '99
ALL-STAR BASEBALL 2000	SPRING '99
BASS MASTERS CLASSIC	FUTURE
BEETLE ADVENTURE RACING	FUTURE
CALIFORNIA SPEED	WINTER '99
CARMAGEDDON II	FUTURE
CHAMELEON TWIST 2	FUTURE
EARTHBOUND 64	FUTURE
EARTHWORM JIM 3D	FUTURE
GT WORLD TOUR	SPRING '99
HARRIER 2000	FUTURE
HARVEST MOON 64	SPRING '99
HYBRID HEAVEN	FUTURE
JET FORCE GEMINI	FUTURE
JUNGLEBOTS	WINTER '99
LEGO RACERS	FUTURE
LODE RUNNER 64	WINTER '99
MARIO GOLF	SUMMER '99
MICRO MACHINES V3	SPRING '99
O.D.T.	SPRING '99
OGRE BATTLE 3	SPRING '99
PERFECT DARK	FUTURE
QUAKE II	WINTER '99
RAMPAGE 2: UNIVERSAL TOUR	WINTER '99
RAT ATTACK	FUTURE
RAYMAN 2	WINTER '99
ROADSTERS '98	WINTER '99
RUGRATS	SPRING '99
SHADOWGATE 64	WINTER '99
SHADOW MAN	SPRING '99
SNOWSPEEDER	SPRING '99
STARCRAFT	SUMMER '99
STARSHOT	WINTER '99
SUPERMAN	SUMMER '99
SURVIVOR: DAY ONE	WINTER '99
TONIC TROUBLE	WINTER '99
TRIPLE PLAY 2000	SPRING '99
TWELVE TALES: CONKER 64	FUTURE
VIGILANTE 8	WINTER '99
VRALLY	WINTER '99
WILD METAL COUNTRY	FUTURE
WINBACK	SUMMER '99
WWF: ATTITUDE	SPRING '99

GAME BOY COLOR

ARCADE HITS: 720 DEGREES	WINTER '99
ARCADE HITS: DEFENDER/JOUST	WINTER '99
ARCADE HITS: SPY HUNTER/MOON PATROL	WINTER '99
CAESARS PALACE II	WINTER '99
CENTIPEDE	WINTER '99
CONKER'S POCKET TALES	WINTER '99
DÉJÀ VU 2	FUTURE
LEGEND OF THE RIVER KING	WINTER '99
LOGICAL	WINTER '99
NBA JAM '99	WINTER '99
POKÉMON YELLOW	FUTURE
QUEST FANTASY CHALLENGE	WINTER '99
ROADSTERS '99	WINTER '99
SHADOWGATE CLASSIC	WINTER '99
SOUTH PARK	WINTER '99
SPAWN	WINTER '99
SUPER MARIO BROS.	SPRING '99
TOP GEAR POCKET†	WINTER '99
WICKED SURFING	WINTER '99
YODA STORIES	SPRING '99

* GAME BOY (B&W)
† GAME BOY COLOR ONLY

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 116 (Jan. '99): Predictions for 1999, Castlevania, South Park, BattleTanx, Turok 2, FIFA '99, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blast's Territory, NBA Jam '99, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Carrot Crazy, Montezuma's Return, Gex: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

Volume 115 (Dec. '98): Star Wars: Rogue Squadron, The Legend of Zelda: Ocarina of Time Strategy Review-Part 2, Body Harvest-Part 2, NBA Live '99, Rush 2, Magical Tetris, Top Gear Overdrive, Virtual Pool 64, Golden Nugget 64, Quest for Camelot, BattleTanx Preview, Castlevania Preview, Game Boy Color Starting Lineup Special.

Volume 114 (Nov. '98): The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Glover, Buck Bumble, Star Wars Rogue Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banjo-Kazooie Review Part 3, Superman Preview.

Volume 113 (Oct. '98): Turok 2, Silicon Valley, Twisted Edge, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/nWo Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time, Mulan, NASCAR '99.

Volume 112 (Sept. '98): F-Zero X, Gex 64, Bomberman Hero Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

Volume 111 (Aug. '98): Bomberman Hero Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: Nintendo Power Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

Volume 110 (July '98): WWF: War Zone, Banjo-Kazooie Review Part 2, Mortal Kombat 4, Chopper Attack, Harvest Moon (GB), Mission: Impossible, Mike Piazza's Strike Zone, Quest 64, Bust-A-Move 2, All-Star Baseball '99 (GB), F-Zero X Preview, Special: Nintendo Power Looks Back.

Volume 109 (June '98): Banjo-Kazooie, FIFA World Cup '98, Bio Freaks, All-Star Baseball '99, Forsaken 64, Offroad Challenge, Game Boy Camera, ISS Soccer (GB), Mortal Kombat 4, E3 '98 Report, World Grand Prix, Chopper Attack.

Volume 108 (May '98): Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

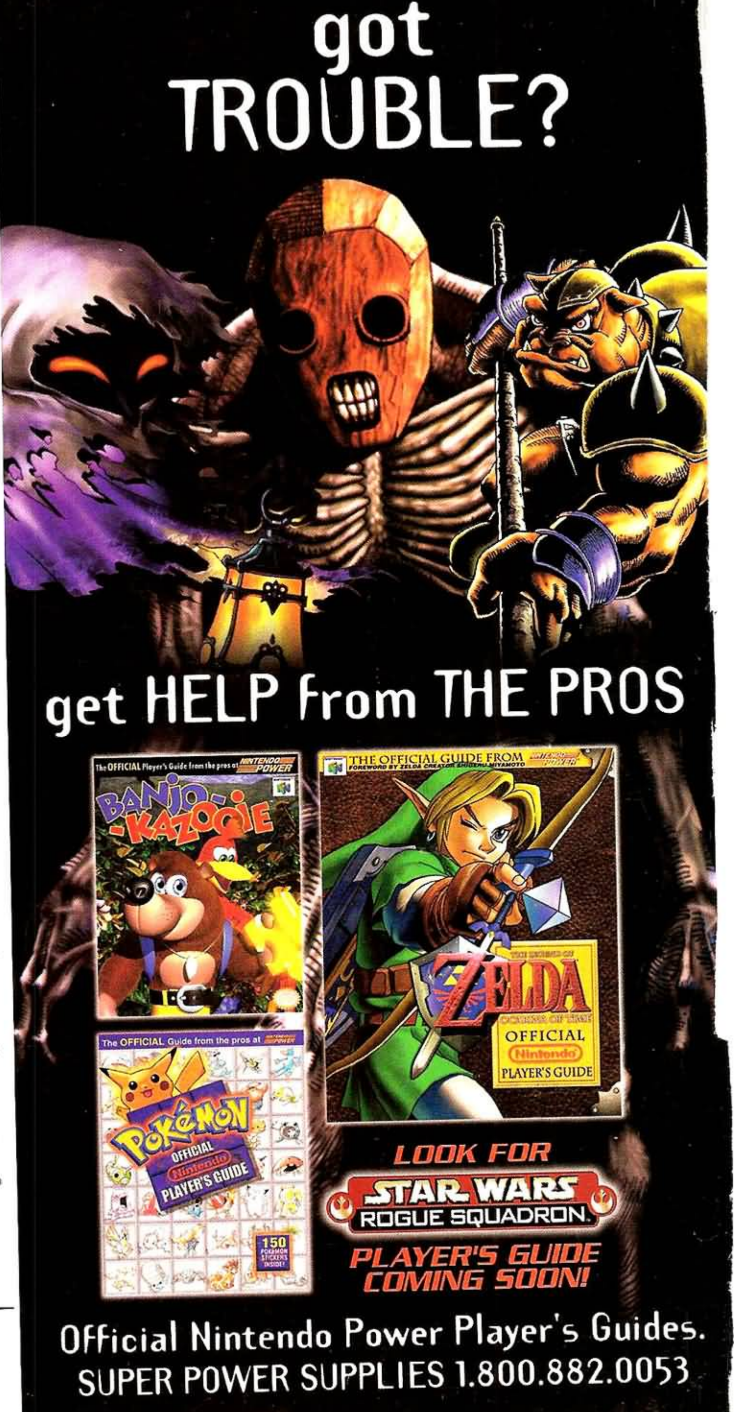
Volume 107 (April '98): Kobe Bryant in NBA Courtside, Deadly Arts, Virtual Chess, Quake Review Part 2, 1080° Snowboarding, Wetrix, Mystical Ninja Starring Goemon (GB), Legend of the River King, MLB Featuring Ken Griffey Jr., N64 Player's Choice Games, Iggy's Reckin' Balls Preview, Game Boy Camera and Printer, Foolish April News Briefs.

Volume 106 (March '98): 1080° Snowboarding, Rampage, NHL Breakaway '98, Quake, Yoshi's Story Continued, NBA in the Zone '98, Wario Land II, Castlevania Legends, Bust-A-Move 2, Quest Preview, A First Look at Mission: Impossible, Nintendo Power Award Nominations.

Volume 105 (Feb. '98): WCW Vs. NWO: World Tour, Nagano Winter Olympics '98, Olympic Hockey Nagano'98, Yoshi's Story, Mystical Ninja Starring Goemon, Diddy Kong Racing Codes, Fighter's Destiny, AeroGauge, FIFA: The Road to the World Cup '98, James Bond 007, Maui Mallard in Cold Shadow (GB), Cruis'n World.

Volume 104 (Jan. '98): Yoshi's Story, WCW vs. NWO: World Tour, Snowboard Kids, Space World Report, Duke Nukem 64, Diddy Kong Racing, Fighter's Destiny, Turok:War of the Bionosaurs, The Fidgetts, The Lost World: Jurassic Park, Wetrix.

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Coming Next Issue...

Volume 118, March 1999

Tonic Trouble

HERE COMES TROUBLE! ED SPILLED HIS INSANITY-INDUCING TONIC, AND YOU'VE GOT TO GUIDE THE COSMIC CUSTODIAN THROUGH A CRAZY 3-D ADVENTURE TO SAVE EARTH. YOU'LL FIND ALL THE CLEANING TIPS YOU'LL NEED TO MOP UP THE PLANET IN NEXT ISSUE'S IN-DEPTH REVIEW.

VIGILANTE 8



You'll dig our dy-no-mite strategies for Vigilante 8, the most happenin' multiplayer extravaganza to burn rubber on your N64. Buckle up and get the skinny in next month's tip-packed coverage.

DUKE NUKEM: ZERO HOUR



Your Rumble Pak will go thermal when you pop in Duke Nukem: Zero Hour—an all-new adventure that's exclusive to the N64. Keep track of the wise-cracking hero with our detailed maps and strategies!

POWER AWARDS

It happens every year: some artsy flick about a butler with a bad accent wins an Oscar while your favorite movie goes unheralded. Luckily for you, there're the Power Awards—where your vote counts! Help choose the best games of 1998 next month.

N64

1. AeroFighters Assault
2. AeroGauge
3. All-Star Baseball '99
4. Automobili Lamborghini
5. Banjo-Kazooie
6. Battle Tanx
7. BioFreaks
8. Blast Corps
9. Blitz
10. Body Harvest
11. Bomberman Hero
12. Bomberman 64
13. Buck Bumble
14. Bust-A-Move 2
15. Castlevania
16. Chameleon Twist
17. Charlie Blast's Territory
18. Chopper Attack
19. Clay Fighter 63 ⅓
20. Cruis'n USA
21. Cruis'n World
22. Dark Rift
23. Deadly Arts
24. Diddy Kong Racing
25. Doom 64
26. Dual Heroes
27. Duke Nukem 3-D
28. Extreme-G
29. Extreme-G 2
30. F-1 Pole Position 64
31. F-1 World Grand Prix
32. F-Zero X
33. FIFA '99
34. FIFA Road to World Cup '98
35. FIFA Soccer 64
36. Fighter's Destiny
37. Fighting Force 64
38. Flying Dragons
39. Forsaken
40. Fox Sports College Hoops '99
41. Gex 64: Enter the Gecko
42. Glover
43. Golden Nugget
44. GoldenEye 007
45. GT 64 Championship Edition
46. Hexen
47. Iggy's Reckin' Balls
48. International Superstar Soccer '98
49. International Superstar Soccer 64
50. Jeopardy!
51. Killer Instinct Gold
52. Knife Edge
53. Kobe Bryant in NBA Courtside
54. The Legend of Zelda: Ocarina of Time
55. Mace the Dark Age
56. Madden '99
57. Madden 64
58. Magical Tetris Challenge featuring Mickey
59. Mario Kart 64
60. Mario Party
61. Mike Piazza's StrikeZone
62. Milo's Astro Lanes
63. Mischief Makers
64. Mission: Impossible
65. MLB featuring Ken Griffey Jr.
66. MLB Strike Zone '98
67. Mortal Kombat 4
68. Mortal Kombat Mythologies: Sub-Zero
69. Mortal Kombat Trilogy
70. Multi Racing Championship
71. Mystical Ninja Starring Goemon
72. Nagano Winter Olympics '98
73. NASCAR '99
74. NBA Hangtime
75. NBA in the Zone '98
76. NBA Jam '99
77. NBA Live '99
78. NFL Quarterback Club '98
79. NFL Quarterback Club '99
80. NHL Breakaway '98
81. NHL '99
82. NHLPA and NHL Present Gretzky's 3-D Hockey '98
83. Nightmare Creatures
84. Off-road Challenge
85. Olympic Hockey Nagano '98
86. Penny Racers
87. PilotWings 64
88. Quake
89. Quest 64
90. Rampage World Tour
91. Robotron 64
92. Rush 2
93. San Francisco Rush: Extreme Racing
94. S.C.A.R.S.
95. Snowboard Kids
96. Snowboard Kids 2
97. South Park
98. Space Station Silicon Valley
99. Star Fox 64
100. Star Soldier: Vanishing Earth
101. Star Wars: Rogue Squadron
102. Star Wars: Shadows of the Empire
103. Super Mario 64
104. 1080° Snowboarding
105. Tetrisphere
106. Top Gear Overdrive
107. Top Gear Rally
108. Turok: Dinosaur Hunter
109. Turok 2: Seeds of Evil
110. Twisted Edge Snowboarding
111. Virtual Chess 64
112. Virtual Pool 64
113. Waialae Country Club: True Golf Classics
114. War Gods
115. Wave Race 64
116. Wayne Gretzky's 3-D Hockey
117. WCW Nitro
118. WCW/nWo Revenge
119. WCW Vs. nWo: World Tour
120. Wetrix
121. Wheel of Fortune
122. Wipeout 64
123. World Cup '98
124. WWF War Zone
125. Yoshi's Story

Game Boy

126. A Bug's Life
127. Black Bass Lure Fishing
128. Blitz
129. Bomberman GB
130. Bomberman Pocket
131. Brain Buster
132. The Bugs Bunny Crazy Castle 3
133. Bust-A-Move 2
134. Carrot Crazy
135. Castlevania Adventure
136. Castlevania Legends
137. Contra: The Alien Wars
138. Donkey Kong Land
139. Donkey Kong Land 2: Diddy's Kong Quest
140. Donkey Kong Land 3
141. Donkey Kong '94
142. Dr. Mario
143. FIFA Road to World Cup '98
144. Final Fantasy Adventure
145. Final Fantasy Legend
146. Final Fantasy Legend II
147. Final Fantasy Legend III
148. Frogger
149. Game & Watch Gallery
150. Game & Watch Gallery 2
151. Gex
152. Harvest Moon
153. Hexcite
154. International Superstar Soccer '98
155. James Bond 007
156. Ken Griffey Jr. Presents: MLB
157. Killer Instinct
158. Kirby's Block Ball
159. Kirby's Dream Land
160. Kirby's Dream Land 2
161. Kirby's Pinball Land
162. Legend of the River King GB
163. Legend of the Sea King
164. The Legend of Zelda: Link's Awakening DX
165. The Lost World: Jurassic Park
166. Maui Mallard in Dark Shadow
167. Mega Man
168. Mega Man V
169. Men in Black
170. Metroid II: Return of Samus
171. Mickey Mouse: Magic Wand
172. Montezuma's Return
173. Mortal Kombat/Mortal Kombat II
174. Mortal Kombat 4
175. Ms. Pac-Man
176. Mulan
177. Mystical Ninja Starring Goemon
178. NBA Jam
179. Pac-Man
180. Pitfall
181. Pocket Bomberman
182. Pokémon
183. Power Quest
184. Quest for Camelot
185. Rugrats
186. San Francisco Rush
187. Shadowgate Classic
188. Shanghai Pocket
189. Small Soldiers
190. Smurf's Nightmare
191. South Park
192. Super Breakout
193. Super Mario Land
194. Super Mario Land 2: 6 Golden Coins
195. Super Return of the Jedi
196. Superman
197. Tamagotchi
198. Tetris
199. Tetris Attack
200. Tetris DX
201. Tetris Plus
202. Turok: Battle of the Bionosaurs
203. Turok 2
204. Twouble
205. Wario Land: Super Mario Land 3
206. Wario Land II
207. WWF Raw

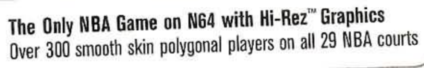
Upcoming Releases & Other Picks

208. Air Boarder USA (N64)
209. Andretti Racing (N64)
210. Arcade Hits: Defender/Joust (Game Boy)
211. Arcade Hits: 720 Degrees (Game Boy)
212. Arcade Hits: Spy Hunter/Moon Patrol (Game Boy)
213. Bass Masters Classic (N64)
214. Battlezone (N64)
215. Beetle Adventure Racing (N64)
216. Caesar's Palace (N64)
217. California Speed (N64)
218. Carmageddon II: Carpocalypse Now (N64)
219. Centipede (Game Boy)
220. Command & Conquer (N64)
221. Conker's Pocket Tales (Game Boy)
222. Déjà Vu 2 (Game Boy)
223. Donkey Kong 64 (N64)
224. Dragon Storm (N64)
225. Duck Dodgers in the 23rd Century (N64)
226. Duke Nukem: Zero Hour (N64)
227. EarthBound 64 (N64)
228. Earthworm Jim 3-D (N64)
229. Elmo's ABCs (Game Boy)
230. Game Boy Camera & Printer
231. Game Boy Color
232. GT World Tour (N64)
233. Harrier 2000 (N64)
234. Harvest Moon (N64)
235. Hercules (N64)
236. Hybrid Heaven (N64)
237. Hype: The Time Quest (N64)
238. Jet Force Gemini (N64)
239. Junglebots (N64)
240. Ken Griffey Jr. Baseball 2 (N64)
241. Ken Griffey Jr. Game Boy Color (Game Boy)
242. Las Vegas Cool Hand (Game Boy)
243. LastLegion UX (N64)
244. Legend of the River King 64 (N64)
245. Lego Racers (N64)
246. Lode Runner 64 (N64)
247. Logical (Game Boy)
248. Looney Tunes Racing (N64)
249. Looney Tunes Space Race (N64)
250. Mario Paint 64 (N64)
251. Micro Machines V3 (N64)
252. MLBPA Bottom of the 9th (N64)
253. Monaco Grand Prix Racing Simulation 2 (N64)
254. NBA Fastbreak (N64)
255. NBA in the Zone (Game Boy)
256. NBA Jam '99 (Game Boy)
257. Need for Speed (N64)
258. NHL Blades of Steel (Game Boy)
259. NHL Breakaway '99 (N64)
260. Nintendo 64 Disk Drive
261. Nuclear Strike (N64)
262. O.D.T. (N64)
263. Ogre Battle 3 (N64)
264. Perfect Dark (N64)
265. Pocket Pikachu
266. Pokémon Stadium (N64)
267. Pokémon Yellow (Game Boy)
268. Power Quest (Game Boy)
269. Quake II (N64)
270. Rampage Universal Tour (N64)
271. Rat Attack (N64)
272. Rats (Game Boy)
273. Rayman 2: The Great Escape (N64)
274. Re-Volt (N64)
275. Rev Limit (N64)
276. Road Rash (N64)
277. Robotech: Crystal Dreams (N64)
278. Rugrats (N64)
279. Shadow Man (N64)
280. Shadowgate (N64)
281. Shadowgate Rising (N64)
282. SimCity (N64)
283. SimCopter (N64)
284. Smurfs (N64)
285. Snow Speeder (N64)
286. Space Circus (N64)
287. Spawn (Game Boy)
288. Starcraft (N64)
289. Super Light Boy
290. Super Mario RPG 2 (N64)
291. Super Mario 64 2 (N64)
292. Superman (N64)
293. Survivor: Day 1 (N64)
294. Tamagotchi (N64)
295. Taz Express (N64)
296. Titus Jr. (Game Boy)
297. Tonic Trouble (N64)
298. Top Gear Pocket (Game Boy)
299. Twelve Tales: Conker 64 (N64)
300. Ultra Descent (N64)
301. Ultra Soccer (N64)
302. Unreal (N64)
303. Vigilante 8 (N64)
304. VRally (Game Boy)
305. Wild Metal Country (N64)
306. Winback (N64)
307. WWF (Game Boy)
308. Xena (N64)
309. Yoda's Story (Game Boy)



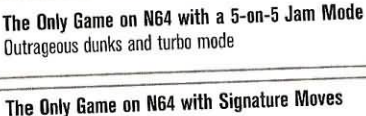
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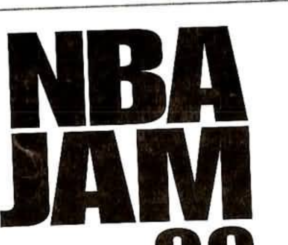
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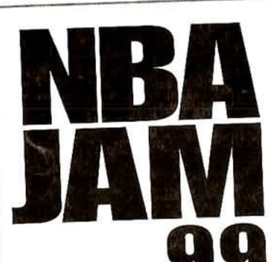
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